Flight Simulator French Development Team

F.S.IN.N.

for

MS Flight Simulator

OPERATION MANUAL

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Introduction.

The Flight Simulator French Development Team is proud to present the new public version of FSInn.

This software is used to connect FS2002 and FS2004 pilots to various existing FSD based networks.

We developed FSInn to satisfy our passion for flight simulation. We used the best available tools, or created them, as we thought we could introduce major improvements to online flight simulation.

Our programs are, and will always be free. Our reward is to share this passion with the flight simulator community without restriction. This is the feeling of our modest, but many volunteer members.

If you experience any problem with our software, please refer to the FAQ and the forum at www.mcdu.com.

For a quick reference on installation and setup please feel free to consult the tutorial library at www.mcdu.com/media/swf/.

Our goal is to provide a pilot client for all pilots to fly together on networks, without experiencing the complexity of the necessary tools involved.

We hope that you'll have as much pleasure using it, as we had developing FSInn.

The Flight Sim French Development Team

1.1 System Requirements.

Minimum Requirements
- Windows 98SE, Windows ME, Windows 2000, NT, XP
- Microsoft Flight Simulator 2002 or 2004
- Internet access
- UDP Port 32062 access for Peer to Peer to work (see § 3.2.2.2)

Required Software Updates
- Windows 98 SE and Windows ME users must have all Microsoft Windows Updates installed prior to installation of FSInn.
- Flight Simulator 2002 users must have DirectX 9.0 or better installed.
- Windows XP users should have Service Pack 2 installed.

1.2 Network configuration.

For the 'Peer to Peer' link, FSInn uses the default port UDP 32062.
If your computer is directly connected to the Internet, verify that your firewall allows access to UDP port 32062 (or all other port that you want to use, see § 3.2.2.2).

FSInn P2P is now able to pass most routers without needing any configuration. It includes 6 different ways to make sure everyone will benefit from FSInn P2P without needing technical knowledge to enable it.
You can keep UPnp enabled, but it's not a requisite anymore; FSInn bypasses all Windows UPnp feature.

A specific AI Bridge configuration is provided with FSInn, planned to be automatically launched and configured by FSInn.

Notice: offline mode.
If you are using FSInn on a private network, without an internet connection, you can disable online features, to avoid FSInn attempting to contact internet servers such as www.mcdu.com for auto configuration or aircraft repository. (See 3.1.2: The General Options tab).

1.3 Installation.

WARNING !!!

The install file has changed for the new FSCopilot 1.6 and FSInn 1.2. The previous versions of this software MUST be uninstalled, before you install these versions… and the next one…
Two ways to proceed:

- run the install file of the previous version, and choose 'Uninstall'.
- in the Windows Control Panel, select 'Add/Remove programs', and suppress all previous software.

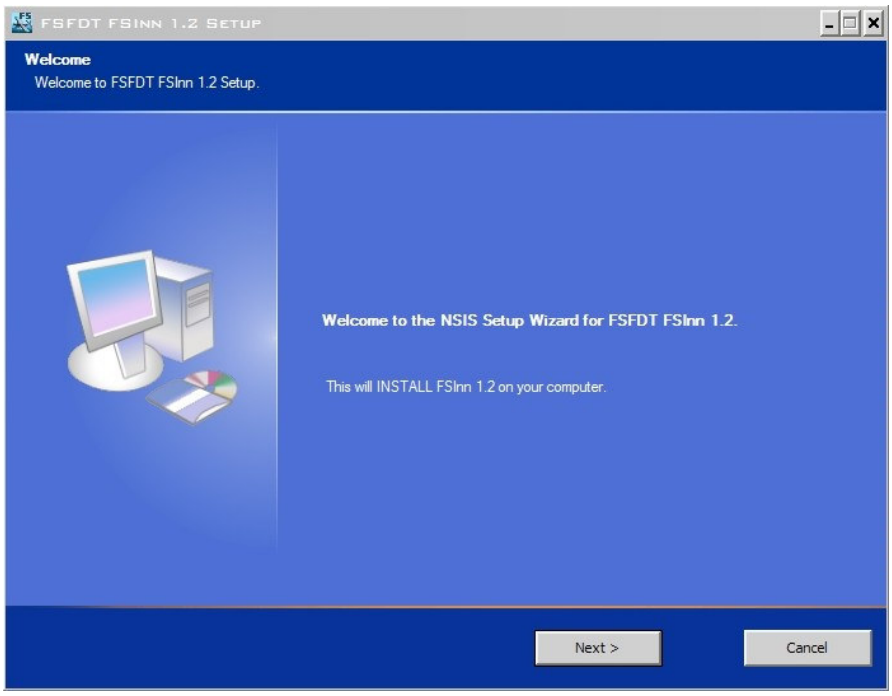
If you used beta versions of FSCopilot 1.6 and FSInn 1.2, you can install these new ones over the previous one.

FSCopilot 1.6 is necessary for FSInn 1.2 to operate.
FSInn no longer installs the FSCopilot components needed to work.
You must install first FSCopilot, and then FSInn, but you can deactivate all FSCopilot add-ons if you don't want to use them.
See the FSCopilot 1.6 operation manual for installation.

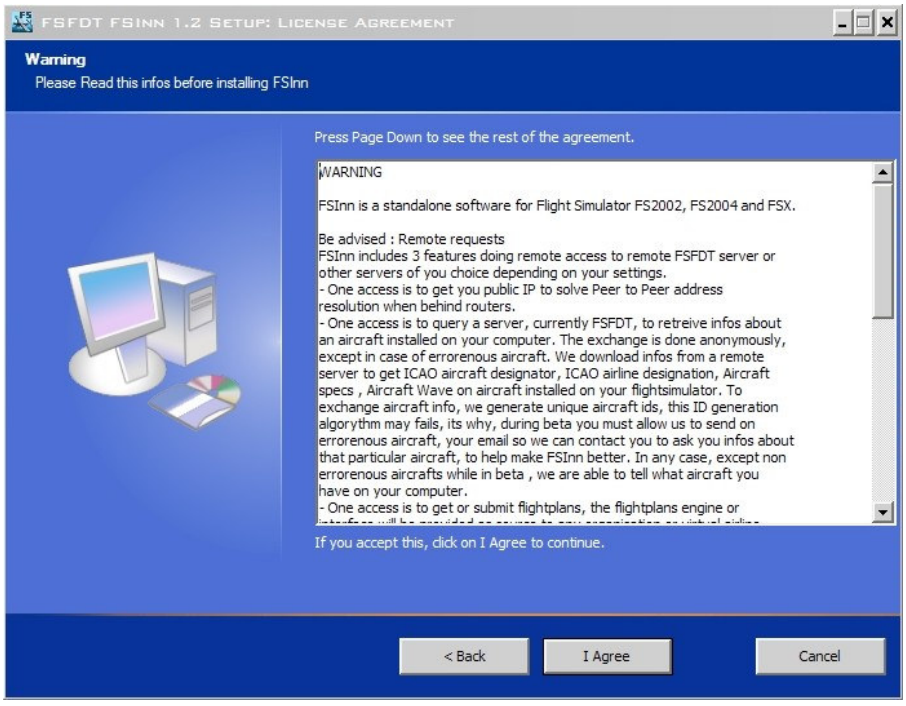
If you install a new version of FS, or if you move an existing one to a new location, you must run the FSCopilot 1.6 install file (without uninstall), and then the FSInn 1.2 install file, so that the new location is detected.

The FSFDTeam creators had been selected for the FSX Beta.
So they can anticipate the FSCopilot and FSInn development for this new version of FS.
We actually wait for the official release of FSX to update this documentation, but the FSFDT products are ready to run with it.
We will not be 'disconnected' while flying with FSX !!!

FSInn is distributed with an automatic install file. The installation process is the same whether you have Flight Simulator 2002 or Flight Simulator 2004.

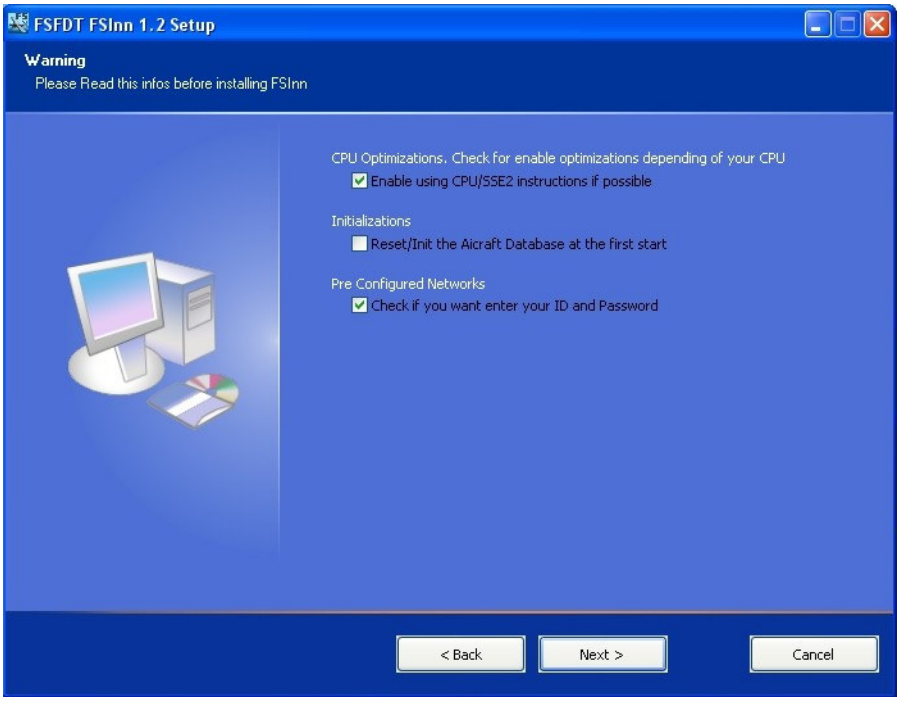

FSFDT FSINN 1.2 SETUP
Welcome
Welcome to FSFDT FSInn 1.2 Setup.
Welcome to the NSIS Setup Wizard for FSFDT FSInn 1.2.
This will INSTALL FSInn 1.2 on your computer.
Next >
Cancel

Click **Next** to begin the installation process


FSFDT FSINN 1.2 SETUP: LICENSE AGREEMENT
Warning
Please Read this infos before installing FSInn
Press Page Down to see the rest of the agreement.
WARNING
FSInn is a standalone software for Flight Simulator FS2002, FS2004 and FSX.
Be advised : Remote requests
FSInn includes 3 features doing remote access to remote FSFDT server or other servers of you choice depending on your settings.
- One access is to get you public IP to solve Peer to Peer address resolution when behind routers.
- One access is to query a server, currently FSFDT, to retreive infos about an aircraft installed on your computer. The exchange is done anonymously, except in case of errorenous aircraft. We download infos from a remote server to get ICAO aircraft designator, ICAO airline designation, Aircraft specs , Aircraft Wave on aircraft installed on your flightsimulator. To exchange aircraft info, we generate unique aircraft ids, this ID generation algorythm may fails, its why, during beta you must allow us to send on errorenous aircraft, your email so we can contact you to ask you infos about that particular aircraft, to help make FSInn better. In any case, except non errorenous aircrafts while in beta , we are able to tell what aircraft you have on your computer.
- One access is to get or submit flightplans, the flightplans engine or
If you accept this, click on I Agree to continue.
< Back
I Agree
Cancel

Read carefully this information, and if you agree with the terms, click ‘I agree’.
If you don’t agree, click on ‘Cancel’ to abort the installation.

You don't have to enter the directory where to install FSInn. The install file automatically detects where is installed FSCopilot, and will install FSInn in the same directory.


FSFDT FSInn 1.2 Setup
Warning
Please Read this infos before installing FSInn
CPU Optimizations. Check for enable optimizations depending of your CPU
Enable using CPU/SSE2 instructions if possible
Initializations
Reset/Init the Aicraft Database at the first start
Pre Configured Networks
Check if you want enter your ID and Password
< Back
Next >
Cancel

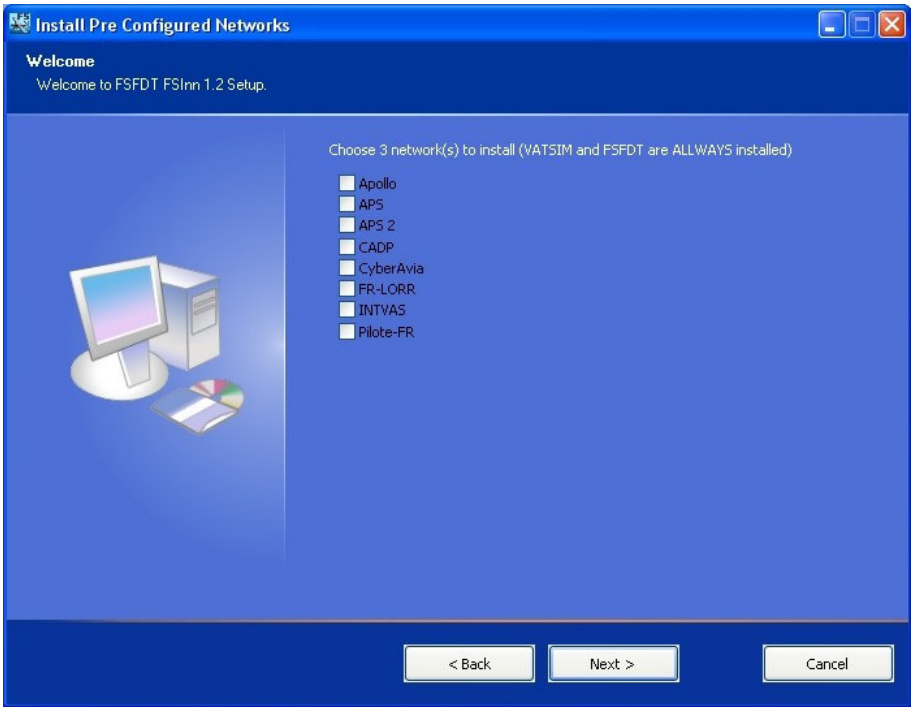
3 options are proposed:

- CPU optimizations:
  Allows to optimize the processor operation. The install file verifies the SSE2 eligibility of the processor. If it is not supported, it will simply not be used.

- Initializations:
  When ticked, the aircraft data base will be reinitialized at the first start of FSInn. You can deselect this option if you didn't install new aircraft, or for a reinstallation over an existing version.

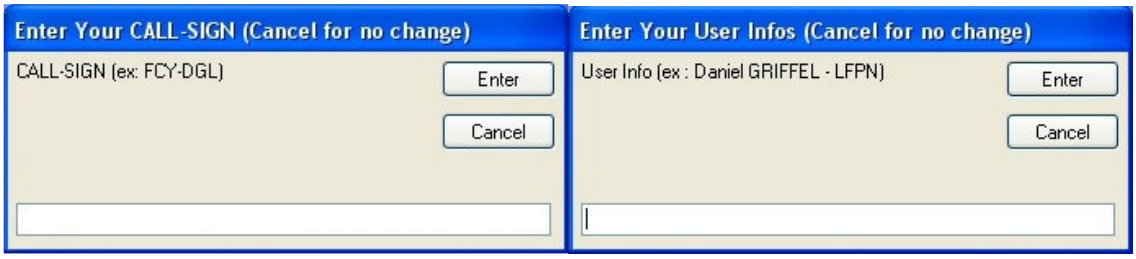
- Pre Configured Networks:
  Select this option if you want to directly enter your id and password for the preconfigured network (see the following screen). But you can enter them later in the 'Settings', 'Networks' tab.

Click 'Next'.



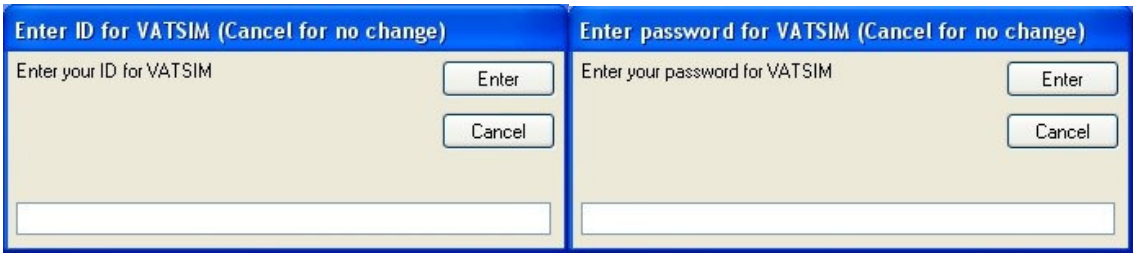
You can choose at the most 3 preconfigured networks, which FSInn will configure during the installation.
Note: the Net1 is for VATSIM, and the Net5 is for FSFDT.

Click ‘Next’.

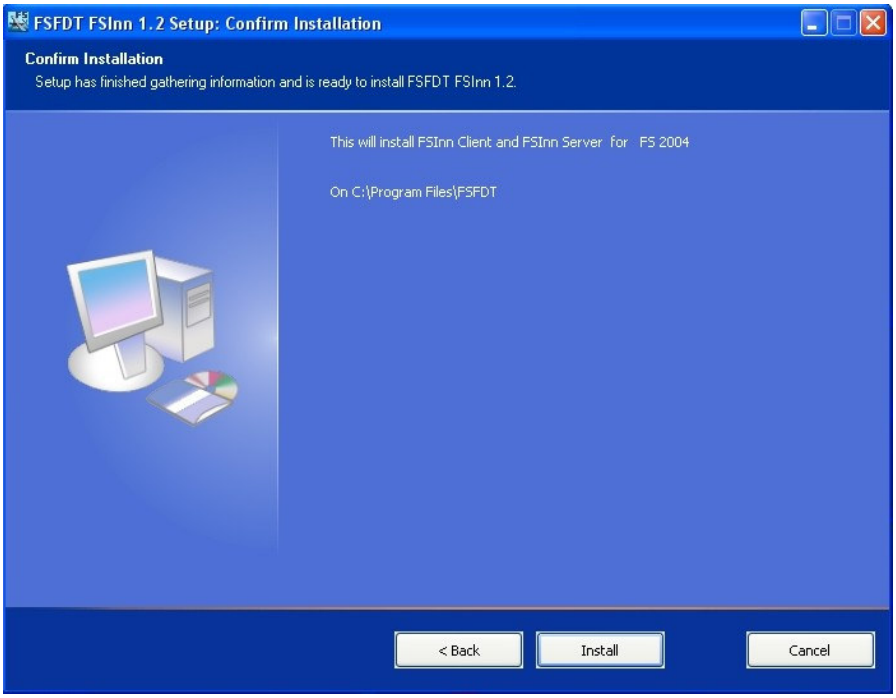


Enter your call sign, and then the user info (first name – name – main base).

If you select ‘Cancel’, your actual data will not change.

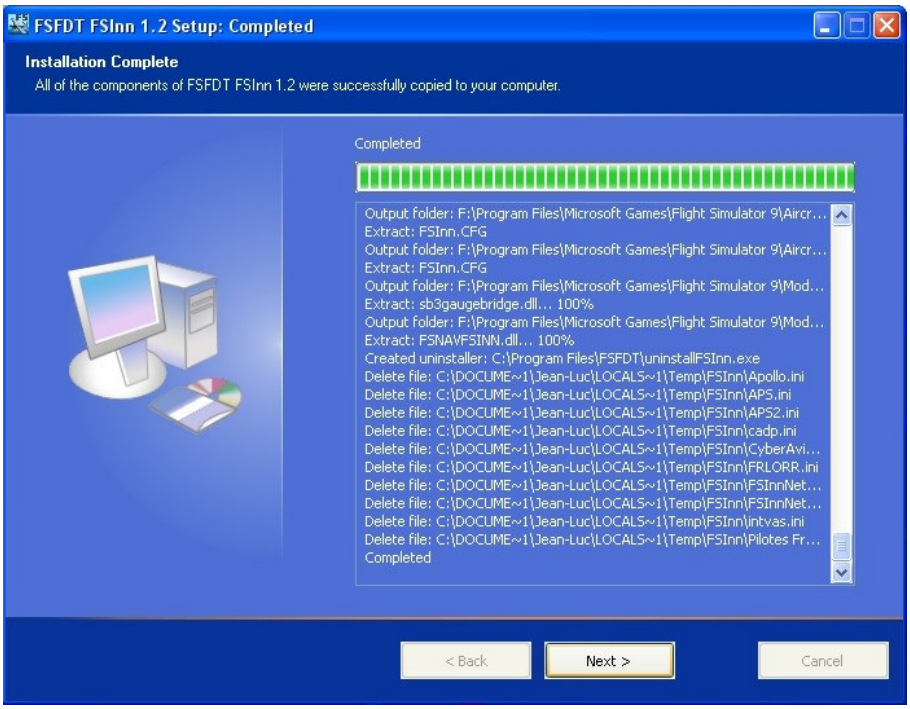


Enter your id and password for the VATSIM network. ‘Cancel’ will keep your actual data.

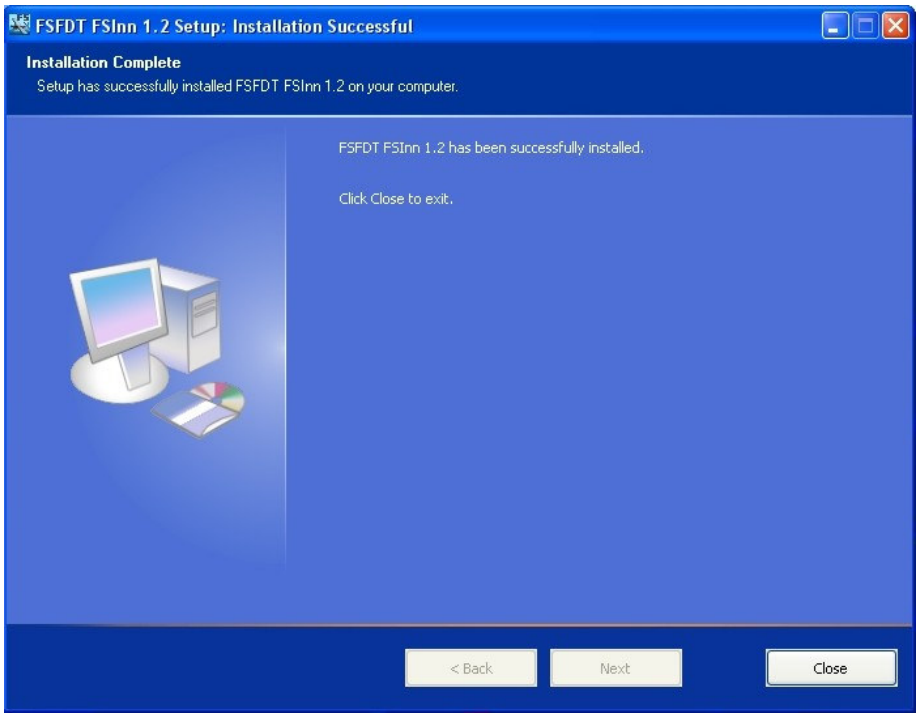

FSFDT FSInn 1.2 Setup: Confirm Installation
Confirm Installation
Setup has finished gathering information and is ready to install FSFDT FSInn 1.2.
This will install FSInn Client and FSInn Server for FS 2004
On C:\Program Files\FSFDT
< Back
Install
Cancel

In this window, you can see the selected path for the installation.

Click ‘Install’ to begin the install process.



At the end of the installation, a detailed list shows all the components that were installed on your system.
Click ‘Next’.


FSFDT FSInn 1.2 Setup: Installation Successful
Installation Complete
Setup has successfully installed FSFDT FSInn 1.2 on your computer.
FSFDT FSInn 1.2 has been successfully installed.
Click Close to exit.
< Back
Next
Close

FSInn was successfully installed... Click ‘Close’ to complete the process.

1.4 Installation on a remote computer.

To install FSInn on a remote computer, the process is exactly the same. What we mean by remote installation is that FSInn is installed on a separate PC from your Flight Simulator PC.

Remember: FSCopilot 1.6 must be installed too, and the FSInn 1.2.

To run correctly, both programs must be installed on both computers.

First, install FSInn on the computer where Flight Simulator is installed and run it. This will permit a quicker recognition of your aircraft database in Flight Simulator.
Then close FS and FSInn on PC running FS.

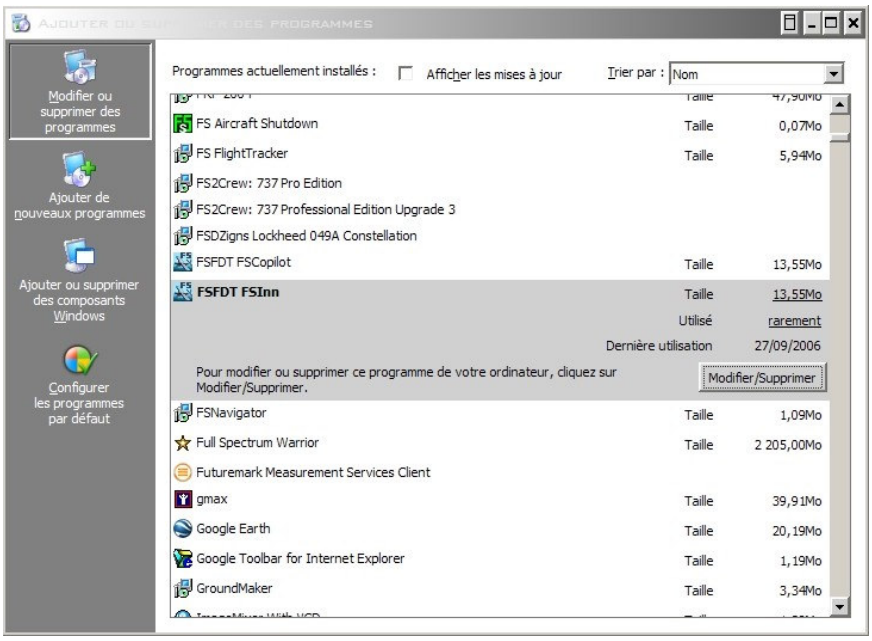
Secondly, install FSInn on the remote computer; you will see the dialog boxes mentioned above.

Start Flight Simulator and then run FSInn on the remote computer. FSInn will automatically detect Flight Simulator running on your LAN.

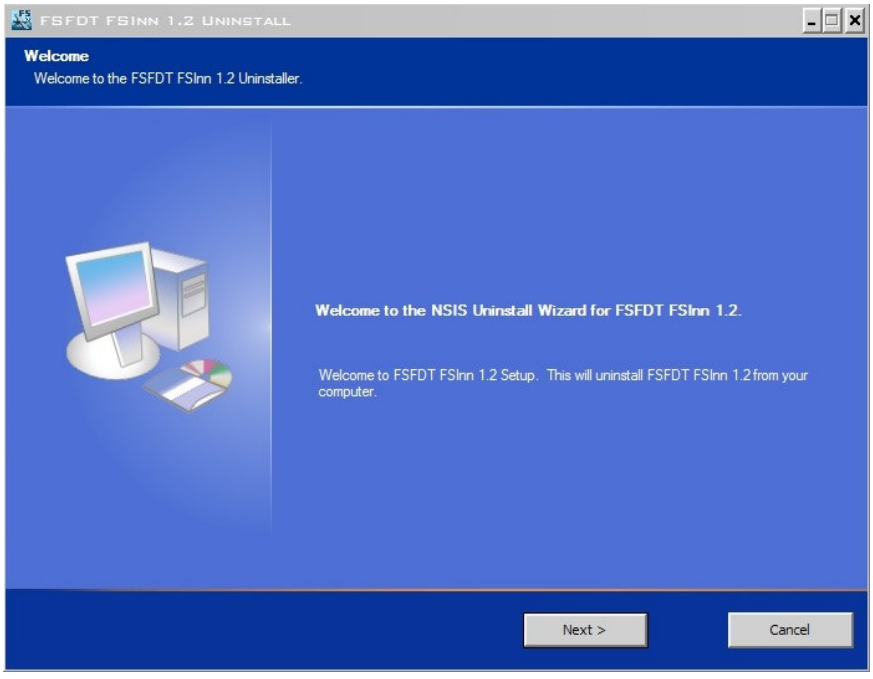
1.5 Uninstall.

There are two main ways to uninstall FSInn:

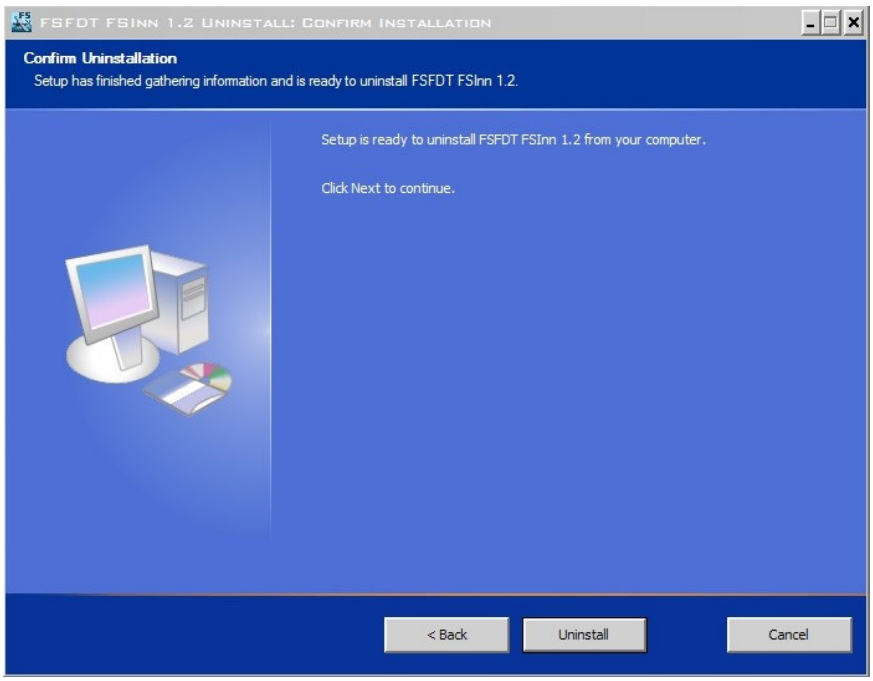
1) In the Windows Control Panel, select ‘Add / Remove’ programs.
   Choose the program you want to uninstall (FSFDT FSInn), click on ‘Modify / Remove’.


Modifier ou supprimer des programmes
Ajouter de nouveaux programmes
Ajouter ou supprimer des composants Windows
Configurer les programmes par défaut
Programmes actuellement installés :
Afficher les mises à jour
Trier par : Nom
FS Aircraft Shutdown Taille 0,07Mo
FS FlightTracker Taille 5,94Mo
FS2Crew: 737 Pro Edition
FS2Crew: 737 Professional Edition Upgrade 3
FSDZigns Lockheed 049A Constellation
FSFDT FSCopilot Taille 13,55Mo
FSFDT FSInn Taille 13,55Mo
Utilisé rarement
Dernière utilisation 27/09/2006
Pour modifier ou supprimer ce programme de votre ordinateur, cliquez sur Modifier/Supprimer.
Modifier/Supprimer
FSNavigator Taille 1,09Mo
Full Spectrum Warrior Taille 2 205,00Mo
Futuremark Measurement Services Client
gmax Taille 39,91Mo
Google Earth Taille 20,19Mo
Google Toolbar for Internet Explorer Taille 1,19Mo
GroundMaker Taille 3,34Mo

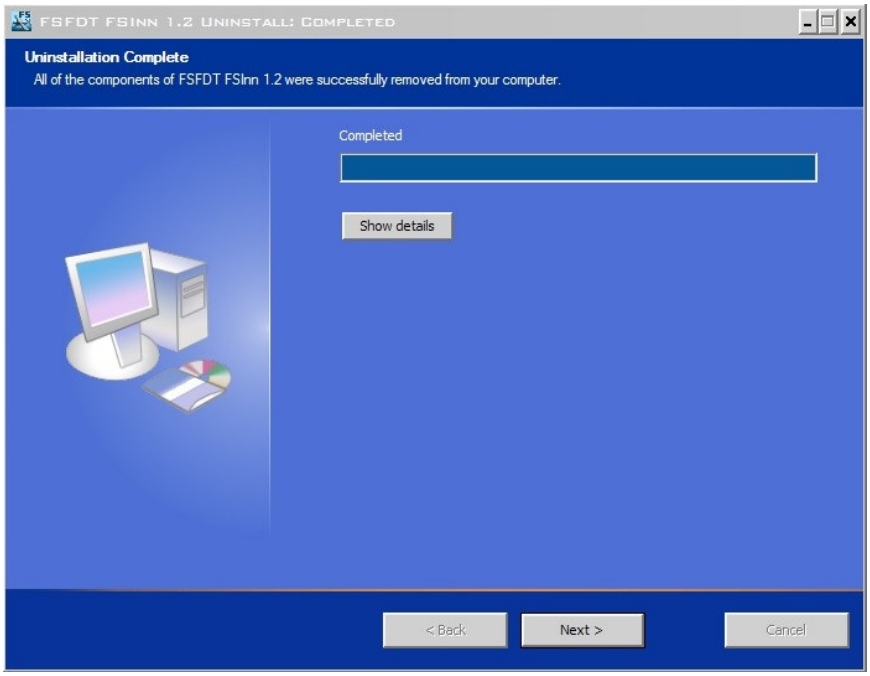
The installer will start.


FSFDT FSInn 1.2 Uninstall
Welcome
Welcome to the FSFDT FSInn 1.2 Uninstaller.
Welcome to the NSIS Uninstall Wizard for FSFDT FSInn 1.2.
Welcome to FSFDT FSInn 1.2 Setup. This will uninstall FSFDT FSInn 1.2 from your computer.
Next >
Cancel

Click ‘Next’.

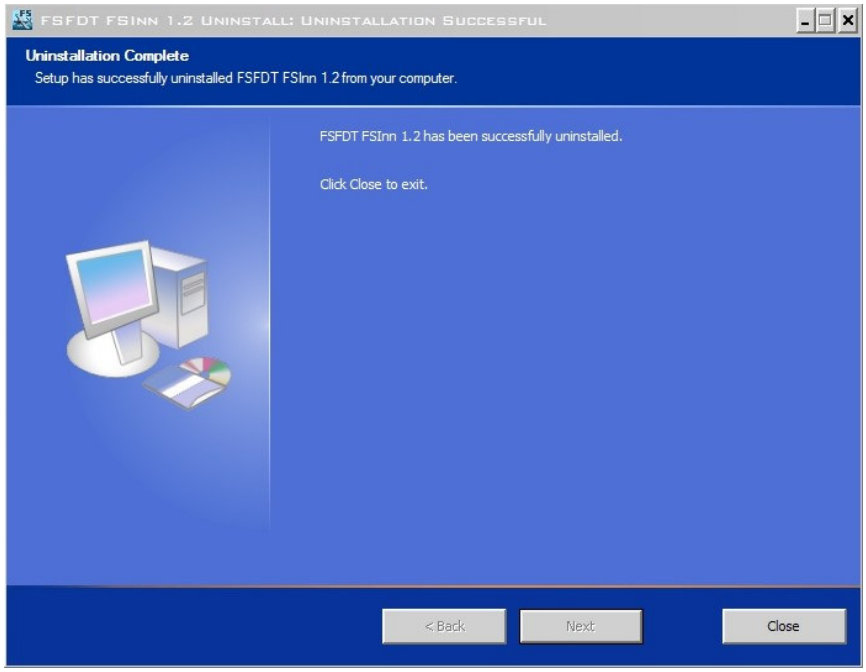

FSFDT FSInn 1.2 Uninstall: Confirm Installation
Confirm Uninstallation
Setup has finished gathering information and is ready to uninstall FSFDT FSInn 1.2.
Setup is ready to uninstall FSFDT FSInn 1.2 from your computer.
Click Next to continue.
< Back
Uninstall
Cancel

When the installer is ready, click on ‘Uninstall’.


FSFDT FSInn 1.2 Uninstall: Completed
Uninstallation Complete
All of the components of FSFDT FSInn 1.2 were successfully removed from your computer.
Completed
Show details
< Back
Next >
Cancel

All the components will be removed. Click on ‘Show details’ to see the list.

Click ‘Next’.


FSFDT FSInn 1.2 Uninstall: Uninstallation Successful
Uninstallation Complete
Setup has successfully uninstalled FSFDT FSInn 1.2 from your computer.
FSFDT FSInn 1.2 has been successfully uninstalled.
Click Close to exit.
< Back
Next
Close

Click ‘Close’ to complete the process.

2) In the Windows ‘Start’ menu.

Click ‘Start’ → ‘All programs’ → ‘FSFDT’ → ‘Uninstall FSInn’.

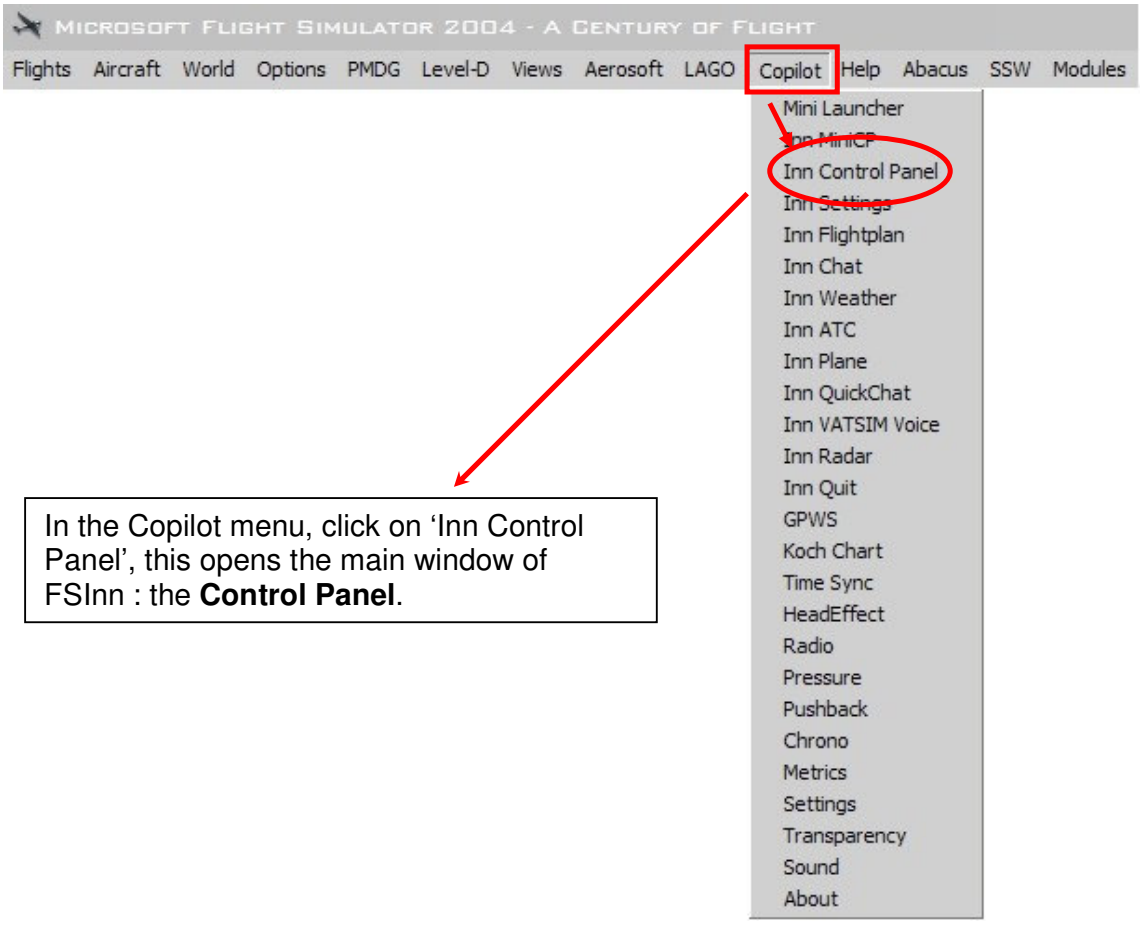
The installer will start, see above.

2. QUICK START.

The first time that FSInn is run, the 'General Settings' window must be filled, and the 'FSFDT Control Panel' setup.
See chapter 3 and 4. These parameters will be saved for your next flight.

2.1 The Copilot menu.

Start Flight Simulator, and note in the menu bar the "Copilot" menu – this is your entry point for FSInn.

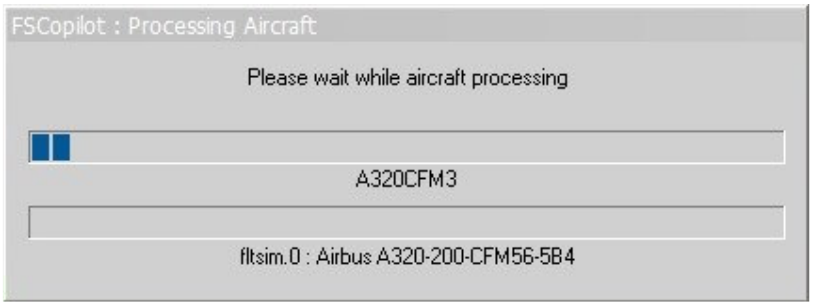


In the Copilot menu, click on 'Inn Control Panel', this opens the main window of FSInn : the **Control Panel**.

As soon as FSInn starts, the aircraft data base will be updated.

2.2 The 'Processing aircraft' window.

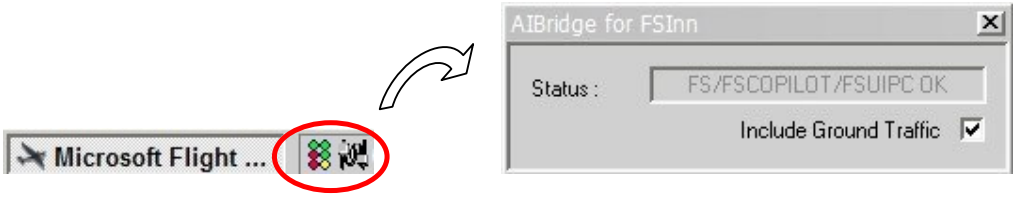
The first time the program is run, the 'aircraft repository' is built. Depending on the number of installed planes, this process can take a long time. It can also stop, requiring several restarts of the process.



Then we have two quicker windows, which load the aircraft types, and your aircraft data base.

If an aircraft has a wrong "aircraft.cfg" file, an error report will be shown.

Notice in the lower right corner of your screen (near the clock) the 2 icons giving the status of your configuration and AIBridge (depending on the settings entered in the FSFDT Control Panel – See chapter 4).



As soon as the aircraft repository is built up, the FSInn Control Panel opens.

2.3 Starting the Multiplayer Session.

With FS2004, FSInn then starts a multiplayer session automatically. The process is the same as if you connect the session in the FS9 menu: 'Flight/Multiplayer/Connect'. With FS 2002, you must make the multiplayer connection manually, 'Flights/Multiplayer/Connect' and enter the IP address 127.0.0.1 or localhost.

When a multiplayer session is started, the FSInn area at the top middle of the Control Panel turns green.

Reminder: Unlike SB2.3, FSInn is a FS Multiplayer Host, you don't Host the session anymore, you join it.
The small green lights show you the status of your connection.

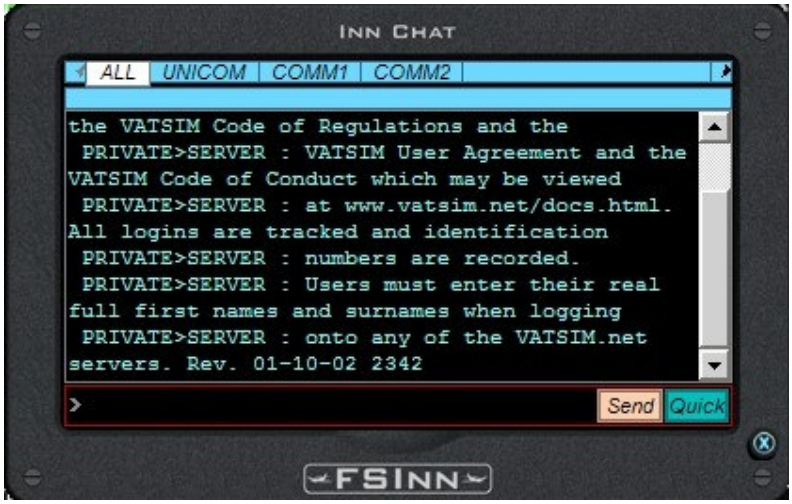
2.4 Connection to a server.

When the multi player session is started, but **BEFORE** you connect the server, you can choose the callsign you want to use online.
For that, right click on the callsign area; a drop down list will be shown (listing the callsigns entered in the 'Networks' tab, 'Net Specific Callsign'. See 3.2.1). Click on the callsign you want, and then press <Enter> to select.

You can choose a server by simply clicking on the server button. (VATSIM is shown as an example).
It is the same for all other servers.
As soon as you are connected to the server, the FSInn area turns blue.

Depending on the network on which you are connected, you can have a welcome message; you gain access by clicking on the Chat button (flashing on the control panel).

Note: when you click on the network area, it can take a few seconds before it becomes green.
Be patient and do not click on anything during this time !



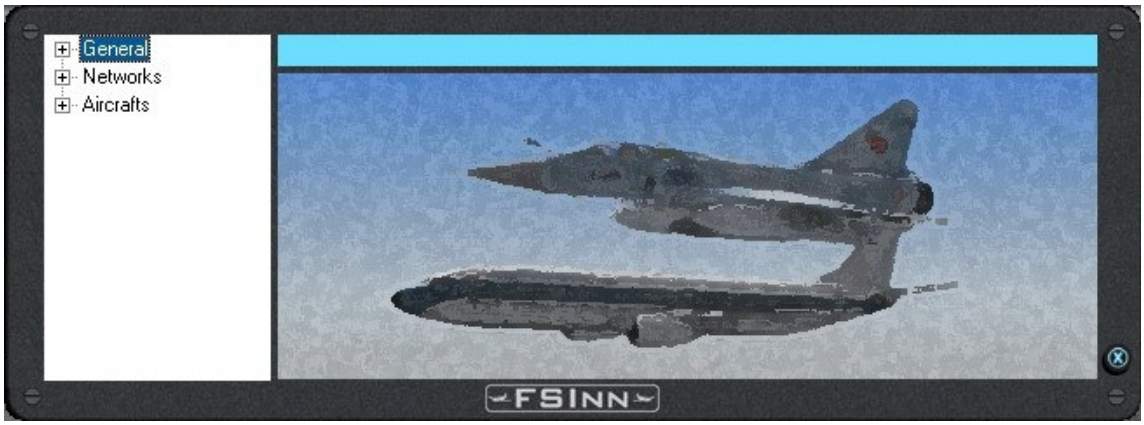
By clicking on the little cloud/sun, you will load the weather corresponding to the network on which you are connected.
This option is automatic if you deselect 'Disable Weather by Default' in the Weather Options (see 3.1.7), you don't need to click the cloud/sun. (Restart of FS is needed to confirm the change).

You are now connected, ready for an online flight.

Note 1: to disconnect from a network, all you have to do is to click on the green square of this network.
Note 2: to disconnect from a multi player session, click on FSInn, it will turn to orange, and the session will close.

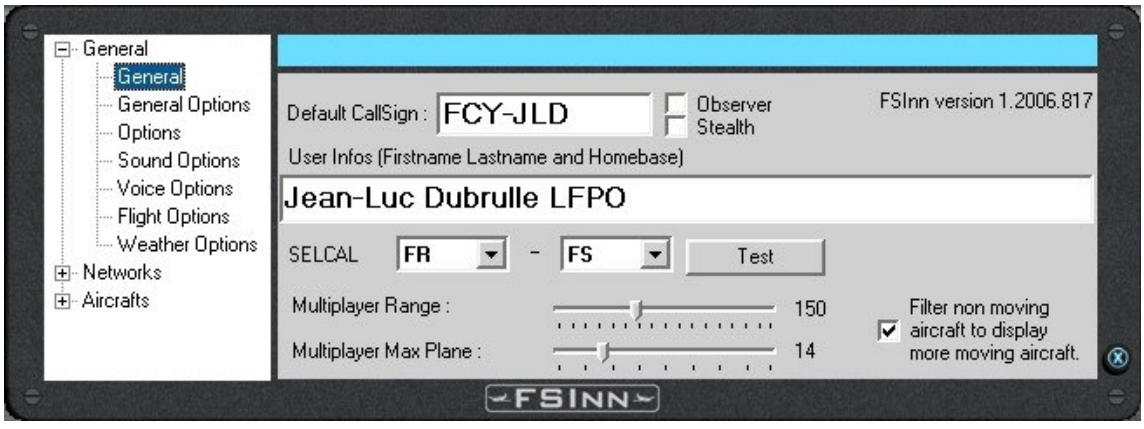
3.1 General Settings.

Settings need to be configured the first time you use FSInn. Your configuration will be saved for next flights.



You open this window directly from the Copilot menu, or by mean of the Control Panel, lower right button 'SET'.

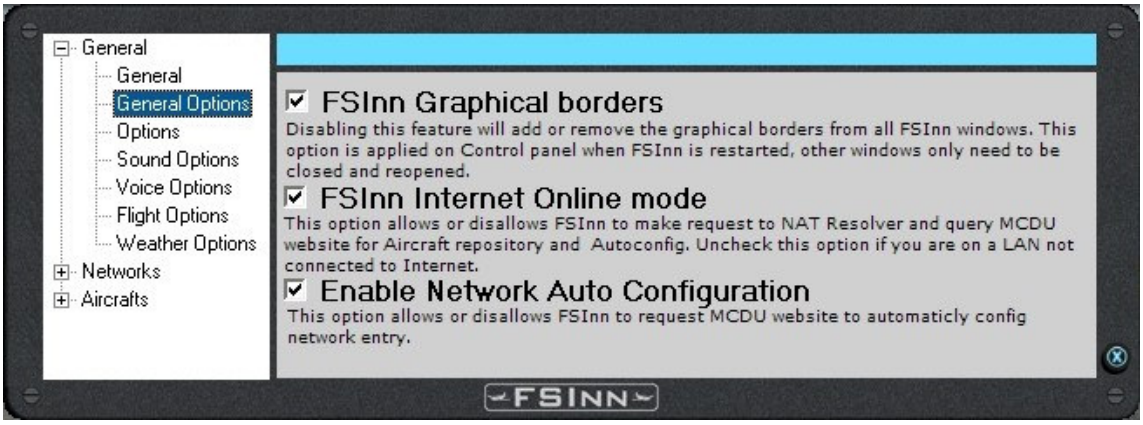
3.1.1 The 'General' tab.



Callsign: Enter your aircraft callsign here.
You can choose to connect as Observer, or invisible 'Stealth'.
User Info: Enter your First Name, Surname, and the ICAO code of your virtual home base (e.g.: for Paris CDG : LFPG)
SELCAL: leave FR and FS. Click on 'test' to hear the audio warning. This tool allows the controller to transmit data or instructions on High Frequency when you fly over

areas that are not covered by VHF radios (Atlantic, African desert, Polar flights, Oceanic…)
Multiplayer Range: allows you to adjust the range of FSInn (NM) in which other aircraft are displayed in your multiplayer session (like in FSNav, TCAS on some aircraft…)
Multiplayer Max Plane: allows you to set the maximum number of aircraft displayed around you. In FS2002, it is stable with up to 15 aircraft, and 30 in FS2004. With more aircraft, it could become unstable.
Filter non moving aircraft to display more moving aircraft: when checked, will not display aircraft on ground when they are stationary for 5 minutes or longer up to 1 NM, and 2 minutes when more than 1 NM.

3.1.2 The 'General Options' tab.


General
General
General Options
Options
Sound Options
Voice Options
Flight Options
Weather Options
Networks
Aircrafts
FSInn Graphical borders
Disabling this feature will add or remove the graphical borders from all FSInn windows. This option is applied on Control panel when FSInn is restarted, other windows only need to be closed and reopened.
FSInn Internet Online mode
This option allows or disallows FSInn to make request to NAT Resolver and query MCDU website for Aircraft repository and Autoconfig. Uncheck this option if you are on a LAN not connected to Internet.
Enable Network Auto Configuration
This option allows or disallows FSInn to request MCDU website to automaticly config network entry.
FSINN

FSInn Graphical borders: useful for low screen resolution users, to save space.

FSInn Internet Online mode: if you use FSInn on a private server, without an internet connection.

Enable Network Auto Configuration: auto-config network entries, requested from MCDU website.

3.1.3 The 'Options' tab.

General
General
General Options
Options
Sound Options
Voice Options
Flight Options
Weather Options
Networks
Aircrafts
Allow FSInn to autoconnect to FS2004
Allow FSInn to disconnect from FS
SELCAL Enabled
Dynamic Lights Enabled
Persistent COM text: keep COMM chat messages displayed after frequency change
Text Chat Messages to Multiplayer
COMM Message to Multiplayer only if I am designated
Send DEST METAR Updates to Multiplayer
ATIS to Multiplayer on ATC Freq Tuning
Resolv to exact model priority
Only use lowres Models
Use VIP Models in resolving
Don't send exact model description
Resolve airline ICAO priority to aircraft ICAO
ATIS PreFetch
ATIS Fetch after setting ATC Freq
Inn ATC : Click Freq to Tune
Inn Chat : Scanner display to UNICOM
Display a warning on Aircraft ZZZZ
FSINN

Allow FSInn to autoconnect to FS2004: FSInn automatically starts multiplayer session with Flight Simulator. This will work on next start-up of FSInn. This is available only with FS2004. For Flight Simulator 2002, you must manually start the Multiplayer session.
Allow FSInn to disconnect from FS: allows FSInn to disconnect from FS by clicking directly in the Control Panel.
SELCAL Enabled: an audio signal is heard when an HF message is received.
Dynamic Lights Enabled: allows to see the dynamic lighting of the other aircraft as they are really set (navigation light, strobe light…)
Persistent COM text: keep COMM chat messages displayed after frequency change: self explanatory.
Text Chat Messages to Multiplayer: allows the text message to be displayed in the default Flight Simulator message strip.
COMM Message to Multiplayer only if I am designated: the message will only be displayed in the Flight Simulator message strip if it is addressed to you (with your callsign). This avoids clutter by having all messages displayed.
Send DEST METAR Updates to Multiplayer: the destination METAR will be displayed every 5 minutes in the Flight Simulator message strip.
ATIS to Multiplayer on ATC Freq Tuning: the ATIS of the tuned frequency will be displayed in the Flight Simulator message strip.

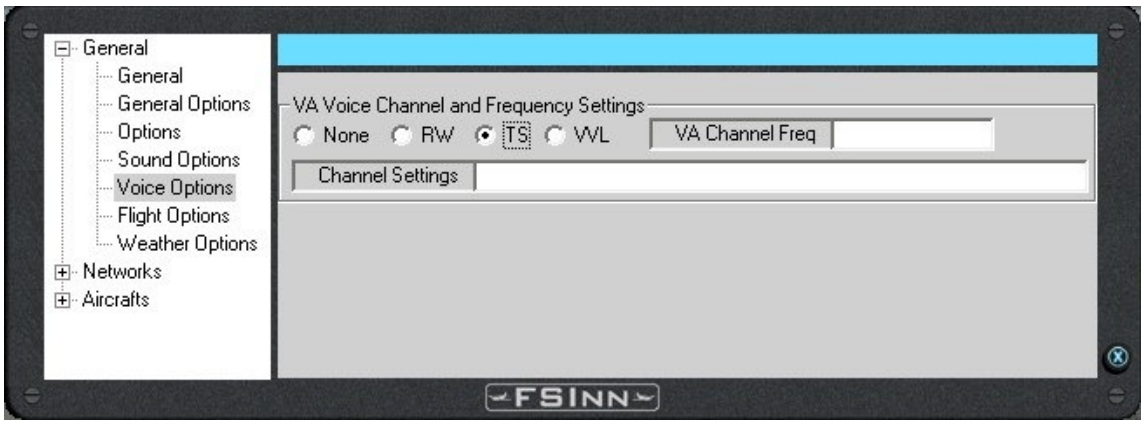
Resolve to exact model Priority: if this option is checked, will first load the accurate plane from your installed aircrafts. This is recommended for high performance computers. If the option is not checked, FSInn will load the same aircraft with the lowest texture resolution.
Only use lowres Models: to help improve performance on slower computers, this option allows you to only load planes with low resolution texture, like ProjectAI, myTraffic, Flight One AI…
Use VIP Models in resolving: will allow you to activate the integration of AI aircrafts from VIP model base.
Don't send exact model description: the exact description of your aircraft will not be seen by other pilots.

Resolve Airline ICAO priority to Aircraft ICAO: when resolving multiplayer aircraft, if the aircraft is not in your default aircraft folder, FSInn will look for the ICAO equivalent rather than another Airline repaint.
ATIS PreFetch: allows you to receive all ATIS within your range.
ATIS Fetch after setting ATC Freq: allows you to receive the ATIS corresponding to your pre-selected ATC frequency.
Inn ATC: Click Freq to Tune: when checked, if you click on an ATC frequency in the InnATC window, it is automatically set in your active COMM radio. (Disabled)
Inn Chat: Scanner display to UNICOM: when prompted, all Chat messages will be displayed in the UNICOM window. If unchecked, only UNICOM messages will be displayed in the UNICOM window.
Display a warning on Aircraft ZZZZ: when you load an unknown aircraft, a warning will be displayed. (See 5.9 Inn Plane, The 'ZZZZ' pop-up window).

3.1.4 The 'Sound Options' tab.

Normal Chat Message Signal enabled: Enable the audio signal announcing a written message has been received.
Guard Message Double Signal: Enable the dual audio signal announcing an advisory written message has been received on the guard frequency (121.50 constantly watched).
COMM Message Signal: Enable the audio signal announcing a written message has been received on COM1 or COM2.
UNICOM Message Signal: Enable the audio signal announcing a written message on the UNICOM frequency has been received.
Scanner Message Signal: Enable the audio signal announcing a written message on the Scanner frequency has been received.
Private Message Double Signal: Enable the dual audio signal announcing a written message on the Private frequency has been received.
ATC in Range Warning Signal Enabled: Enable the audio signal to inform that you have entered into an ATC controlled area.
Network Disconnection Warning Sound: an audio warning will be heard when you are disconnected from the network.

3.1.5 The 'Voice Options' tab.

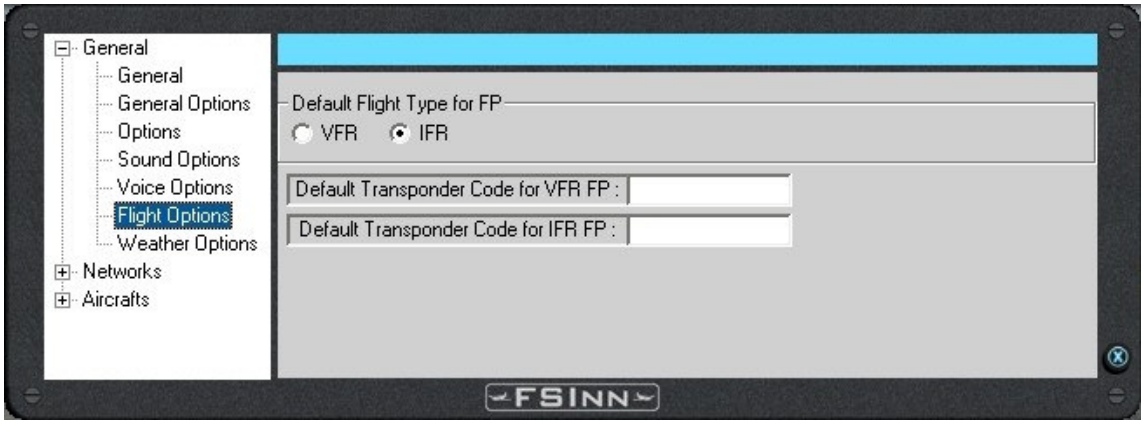


Most of the voice options have now gone from FSInn options.
You can now configure them in the FSFDT Control Panel.

VA Voice Channel and Frequency Settings: allows you to choose which voice client will be used, and the corresponding frequency, to contact your VA.

Notice that AVC is no more necessary to fly on VATSIM network. The vocal client needed to fly on VATSIM is integrated to FSInn.

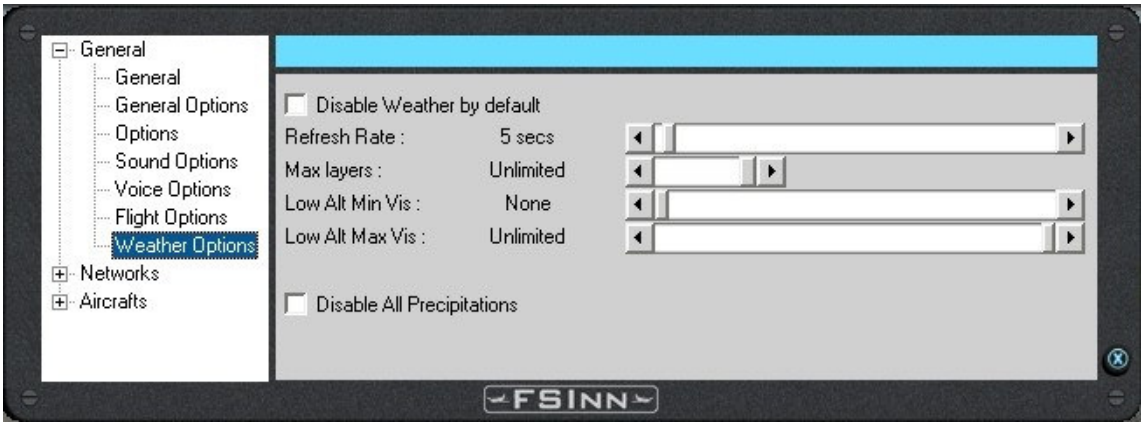
3.1.6 The 'Flight Options' tab.



This allows you to choose the default flight type that will be selected in your flight plan, whether IFR or VFR. You can also set a default transponder code for VFR and IFR flights. These settings are applied when you send your flight plan to Tower and the default squawk code is always the default Flight Sim value which is 1200.

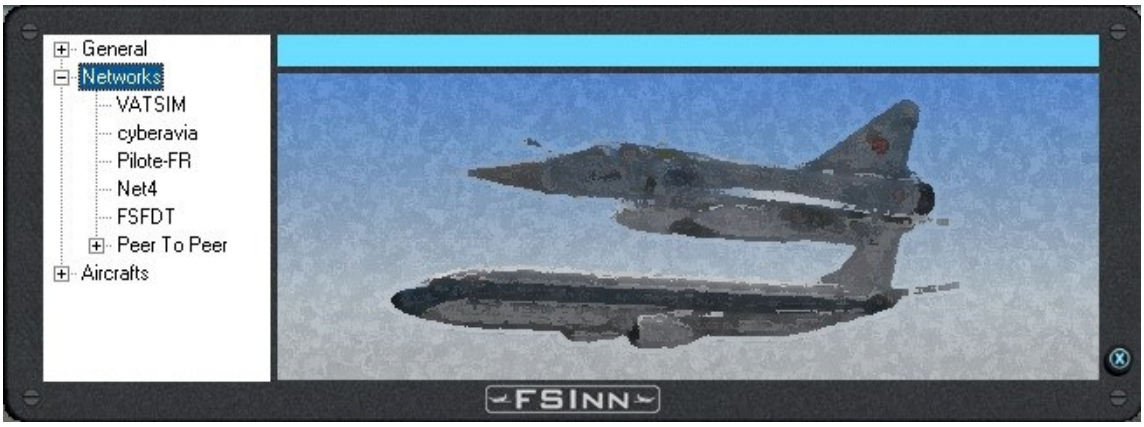
3.1.7 The 'Weather Options' tab.

Here are the new options for FSInn weather engines.



Disable Weather by default: prevents FS loading the network weather automatically when connecting to the network. (See 2.4)
Refresh Rate: allows you to set the refresh rate for the display of the weather
Max layers: allows you to set the maximum layers of clouds to be displayed.
Low Alt Min Vis: allows you to adjust the minimum visibility in the lowest altitudes
Low Alt Max Vis: allows you to adjust the maximum visibility in the lowest altitudes.
Disable All Precipitations: prevents any precipitation…

3.2 Network Settings.

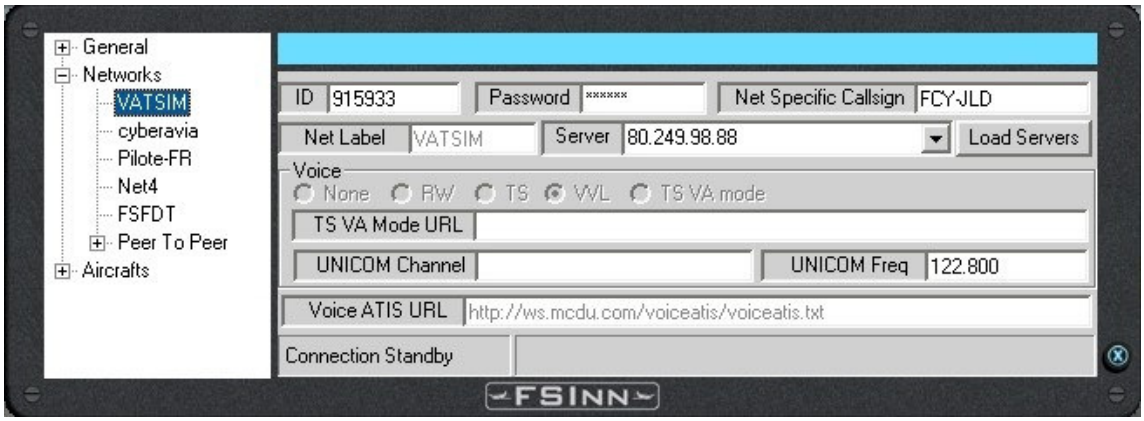


In this window, you can configure the networks (up to 5 networks) on which you want to fly such as VATSIM, or private servers.
Some data may be registered, according to the choice you made during the installation, like id and password for VATSIM (see § 1.3).

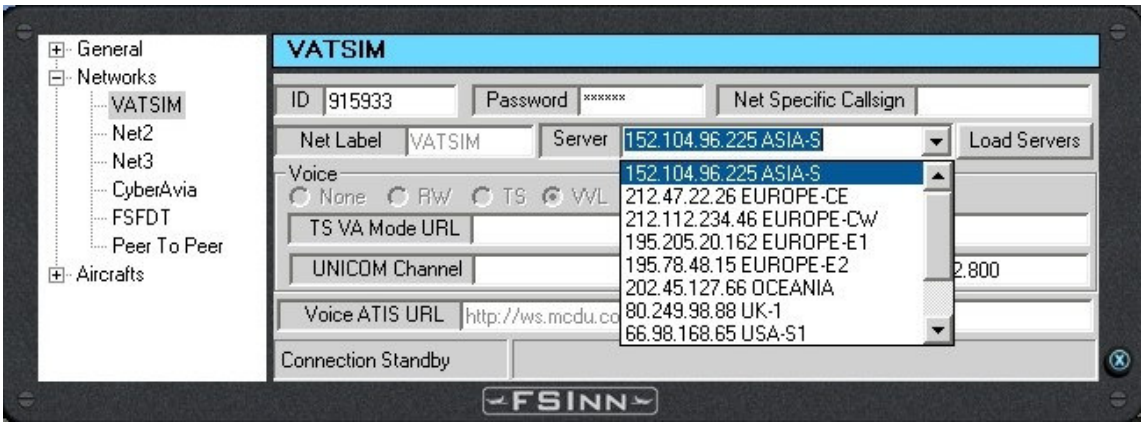
Note: in FSInn, the Net1 network is assigned to VATSIM, and the Net5 to the FSFDT network. The Net2, Net3 and Net4 are free for all other network.

3.2.1 The 'Networks' tab.

As an example, let's set up the VATSIM network. The basic principle is the same for other networks, with the suitable parameters.



Enter your VATSIM User ID in the **ID** textbox. Then enter your VATSIM password into the **Password** textbox.
Net Specific Callsign: you can enter here a specific callsign only used on this network.
Net Label: here is displayed the 'name' of the network.
Server: as soon as FSInn starts, a server is selected for connection. Of course, you can set anyone you want: click the Load Servers button (see below) **and wait a few seconds.**
Then scroll down the list of servers retrieved and select the closest VATSIM server to your geographical location.



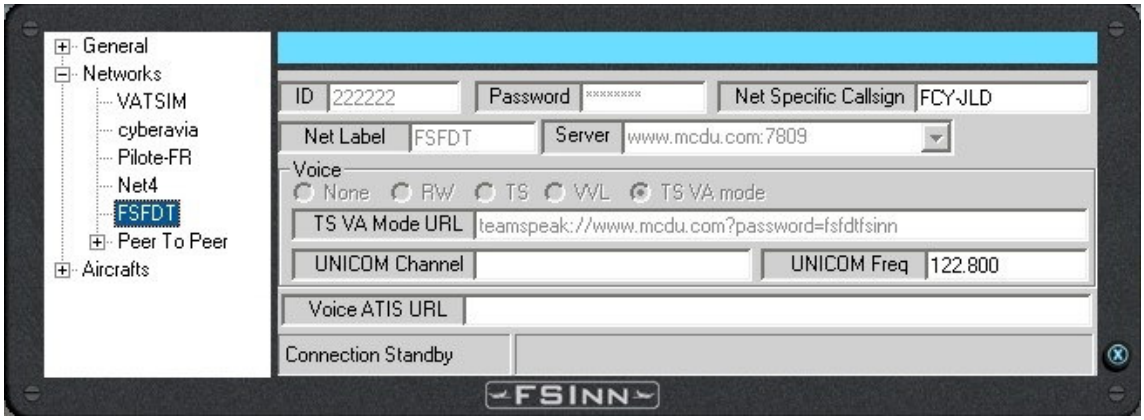
Voice: for the VATSIM network, VVL is automatically chosen (integrated to FSInn). For any other network, you can choose TeamSpeak, RogerWilco, or none.

Voice ATIS URL: when used and preset by the network's management, you can enter here the URL of a voice ATIS server.

Your VATSIM connection is now set.

Other network:

TS VA Mode URL: allows you to configure the TeamSpeak voice server, for your own Virtual Airline.



Keep the following syntax:

teamspeak://IP_or_NAME:PORTifused/?nickname=NickName?loginname=LoginName ?password=Password?Channel=ChannelName

Nickname and Channel are automatically entered by FSInn.
It is also possible to enter the following URL:

teamspeak://IP_or_NAME:PORTifused/?loginname=LoginName?password=Password

If the server allows any connection and you are anonymous:

teamspeak://IP_or_NAME:PORTifused

If you are anonymous, but a password is needed:

teamspeak://IP_or_NAME:PORTifused?password=Password

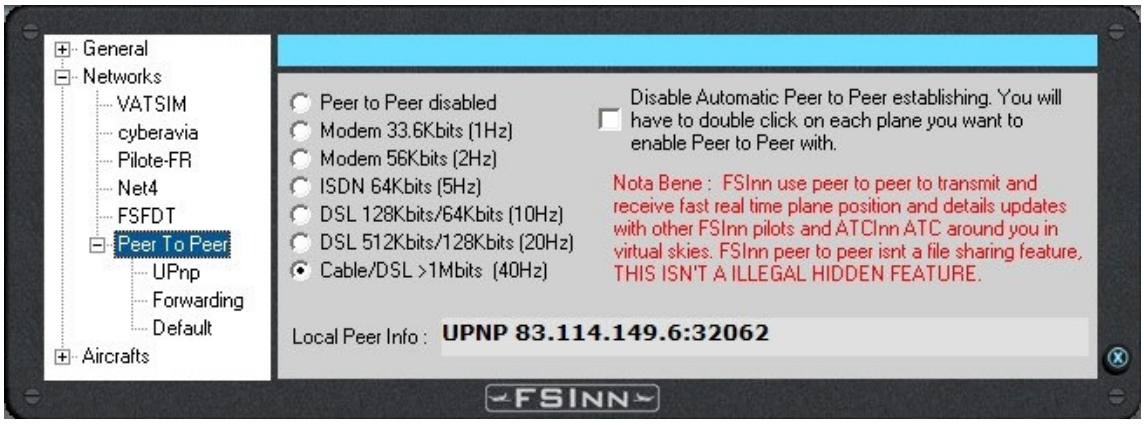
If you want to logon with your own account options:

teamspeak://IP_or_NAME:PORTifused/?loginname=LoginName?password=Password

3.2.2 The 'Peer-to-Peer' tab.

In this window, you can set the Peer-to-Peer transfer rate, allowing you to have an improved fluidity with the surrounding aircraft.
The following settings are recommended, to keep a good balance between frame rate loss (FPS) and fluidity:

- users with RTC 56K modem: choose 'Modem 56K (2Hz)'
- users with DSL modem or router: choose 'DSL 128K (10Hz)'
- choose 40Hz frequency only if you want to fly in formation (A high refresh rate is recommended only if you have a high performance computer.)


General
Networks
VATSIM
cyberavia
Pilote-FR
Net4
FSFDT
Peer To Peer
UPnp
Forwarding
Default
Aircrafts
Peer to Peer disabled
Modem 33.6Kbits (1Hz)
Modem 56Kbits (2Hz)
ISDN 64Kbits (5Hz)
DSL 128Kbits/64Kbits (10Hz)
DSL 512Kbits/128Kbits (20Hz)
Cable/DSL >1Mbits (40Hz)
Disable Automatic Peer to Peer establishing. You will have to double click on each plane you want to enable Peer to Peer with.
Nota Bene : FSInn use peer to peer to transmit and receive fast real time plane position and details updates with other FSInn pilots and ATCInn ATC around you in virtual skies. FSInn peer to peer isnt a file sharing feature, THIS ISN'T A ILLEGAL HIDDEN FEATURE.
Local Peer Info : UPNP 83.114.149.6:32062
FSINN

Peer to Peer disabled: the P2P mode is disabled.

Disable Automatic Peer to Peer establishing: you'll have to double click on each aircraft you want to see in P2P mode/

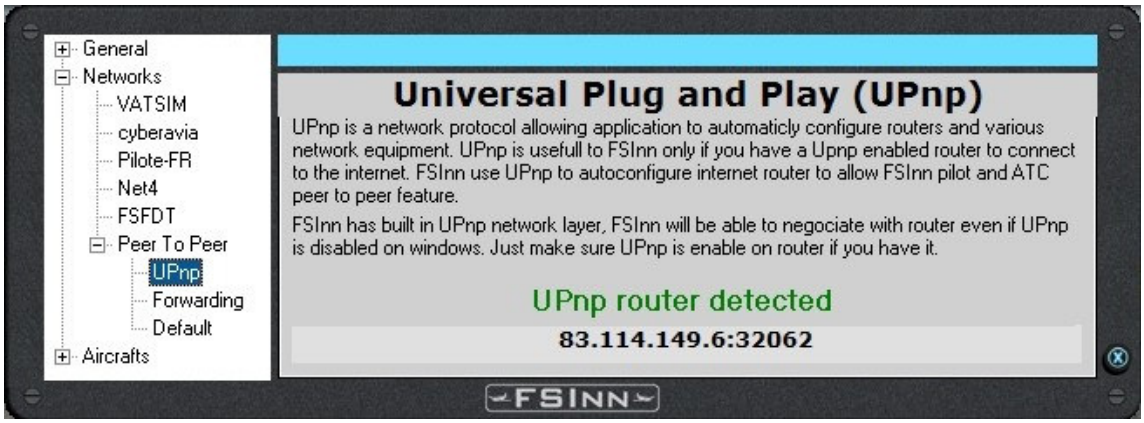
Note: FSInn uses P2P to transmit and receive fast real time plane position and details updates with other FSInn pilots and ATCInn controllers around you.
It is not intended to share files, it do not have an illegal hidden aptitude !!!

Local Peer Info: shows your mode, current IP and the port in use when connected (see window above).

The different modes for IP and port resolutions displayed are as follows:
- UPNP (IP Address):10239 – UPnP Router
- INTF (IP Address):10239 – Direct IP Interface
- FSD (IP Address):10239 – Public IP provided by FSD Network
- RSLV (IP Address):10239 – Public IP provided by a HTTP request resolution
- FIX (IP Address):10239 – Specific IP Address or Host Name by Dynamic DNS (changed in settings)

Note: Remember to press the enter key to accept any changes made in this window!

3.2.2.1 The ‘UPnp’ tab.

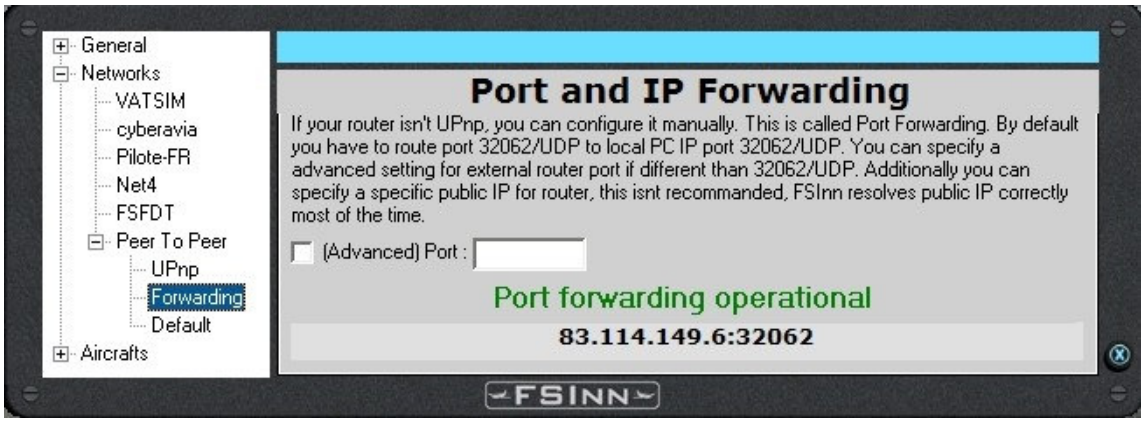

General
Networks
VATSIM
cyberavia
Pilote-FR
Net4
FSFDT
Peer To Peer
UPnp
Forwarding
Default
Aircrafts
Universal Plug and Play (UPnp)
UPnp is a network protocol allowing application to automaticly configure routers and various network equipment. UPnp is usefull to FSInn only if you have a Upnp enabled router to connect to the internet. FSInn use UPnp to autoconfigure internet router to allow FSInn pilot and ATC peer to peer feature.
FSInn has built in UPnp network layer, FSInn will be able to negociate with router even if UPnp is disabled on windows. Just make sure UPnp is enable on router if you have it.
UPnp router detected
83.114.149.6:32062
FSINN

FSInn uses the UPnp protocol to configure your internet router, and to allow the pilots and controllers to use P2P.

UPnp router detected : indicates that your router has been correctly configured.

In case of problem, verify that your router allows the UPnp protocol.

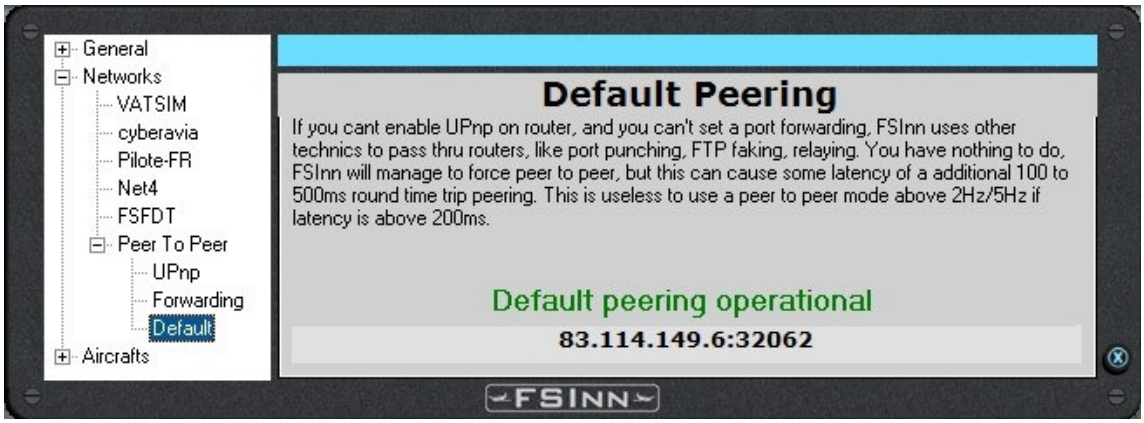
3.2.2.2 The ‘Forwarding’ tab.


General
Networks
VATSIM
cyberavia
Pilote-FR
Net4
FSFDT
Peer To Peer
UPnp
Forwarding
Default
Aircrafts
Port and IP Forwarding
If your router isn't UPnp, you can configure it manually. This is called Port Forwarding. By default you have to route port 32062/UDP to local PC IP port 32062/UDP. You can specify a advanced setting for external router port if different than 32062/UDP. Additionally you can specify a specific public IP for router, this isnt recommanded, FSInn resolves public IP correctly most of the time.
(Advanced) Port :
Port forwarding operational
83.114.149.6:32062
FSINN

If your router isn’t UPnp, you can configure it manually.
By default, you have to open the 32062 / UDP port, but you can specify a different one.
Additionally, you can specify a specific public IP for your router, but this is not recommended.

Port forwarding operational : indicates that the used port is open and operating.

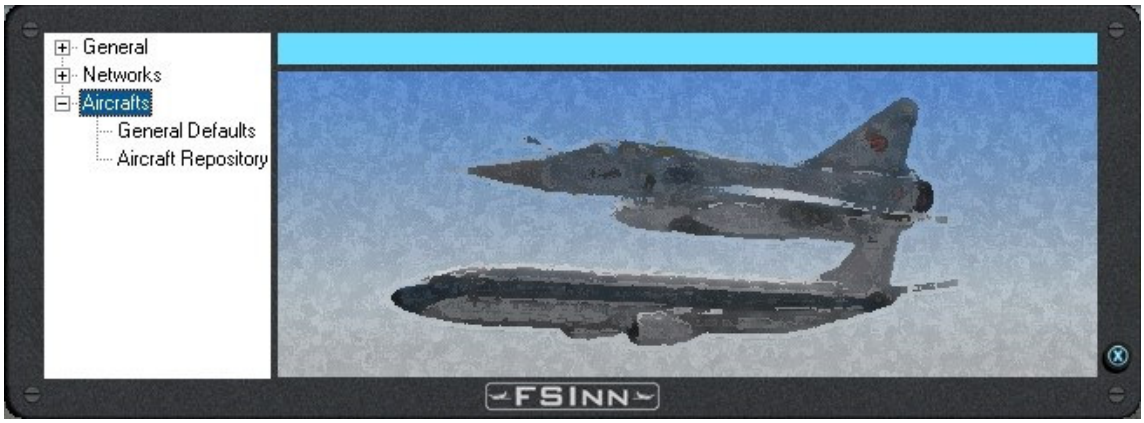
3.2.2.3 The ‘Default’ tab.


General
Networks
VATSIM
cyberavia
Pilote-FR
Net4
FSFDT
Peer To Peer
UPnp
Forwarding
Default
Aircrafts
Default Peering
If you cant enable UPnp on router, and you can't set a port forwarding, FSInn uses other technics to pass thru routers, like port punching, FTP faking, relaying. You have nothing to do, FSInn will manage to force peer to peer, but this can cause some latency of a additional 100 to 500ms round time trip peering. This is useless to use a peer to peer mode above 2Hz/5Hz if latency is above 200ms.
Default peering operational
83.114.149.6:32062
FSINN

If you cannot enable UPnp on your router, and cannot set a port forwarding, FSInn uses up to 6 different ways to pass thru your router.
You have nothing to do, FSInn will force open the router for P2P.

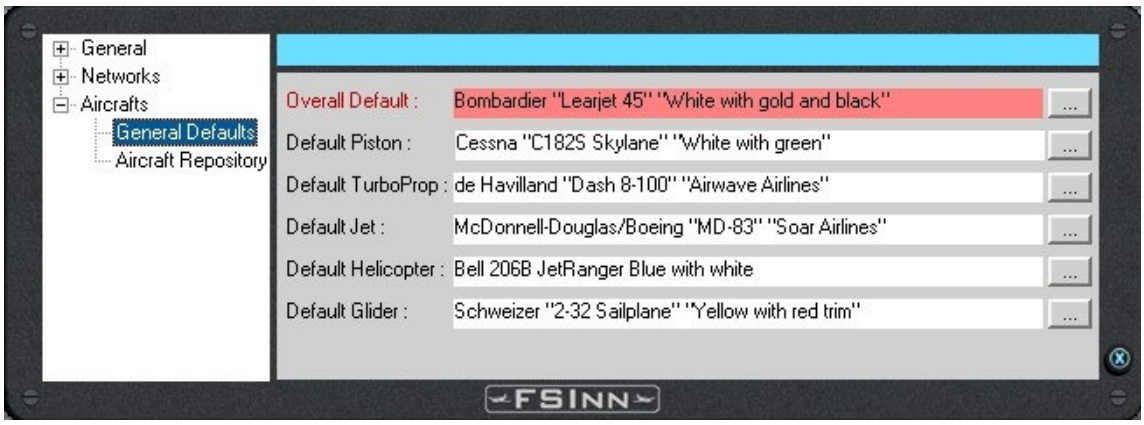
Default peering operational : means that the default P2P is enabled.

3.3 The ‘Aircraft’ menu.



In this window, you can set all options concerning aircraft display, aircraft base repository…

3.3.1 The 'General Default' tab.



This allows you to set the default aircraft, should you see another aircraft which is not in the aircraft repository. You can select any aircraft from your FS Aircraft folder.
The above selections are just examples. You're free to choose the aircraft you want to see.

3.3.2 The 'Aircraft Repository' tab.

This is the centralized aircraft database for management of the ICAO data (30000 aircraft).

Synchronise aircraft data with Aircraft Repository at each FS startup: when starting FSInn, this allows you to compare the aircraft installed in your FS with the ICAO database, so that the aircraft will be properly recognized by its ICAO designator, this is especially useful for the flight plan and aircraft management in peer-to-peer mode.
If you do not add any aircraft to your FS, you can disable it. Later, if you add an aircraft, you'll have to synchronize the database again, in order to display the correct aircraft.

Modify Aircraft Repository URL: This allows you to change the address of the ICAO code database server (it is recommended to leave the default one).
If you change the address, you can test the availability of its URL by clicking on the **Test Aircraft Repository URL** button.

Reset Aircraft Database Now: searches the aircraft database.

Rescan new Aircraft: manually loads the aircraft database and the corresponding ICAO code when you install a new aircraft, without leaving FS.

Resync Aircraft Repository Now: compares the aircraft database with the aircrafts installed in your FS. When an aircraft is unknown, the base is updated, and a FSFDT staff member will assign it an ICAO code, so that the message 'unidentified ICAO aircraft = ZZZZ' will be replaced by the right ICAO code.

Aircraft Repository Supervisor Password: allows the supervisor to manage the aircraft database.

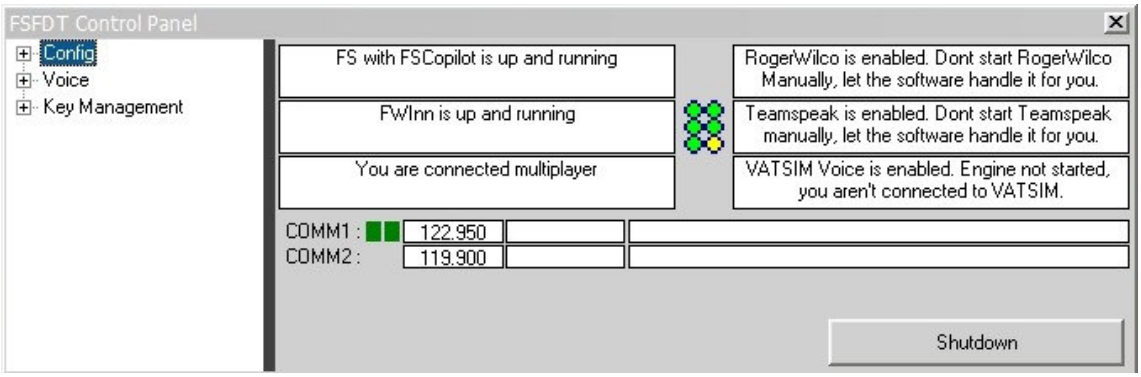
4. The FSFDT Control Panel.

The FSFDT Control Panel allows you to overview your connection status, to set up your voice software, and to parameter the keyboard and joystick buttons.

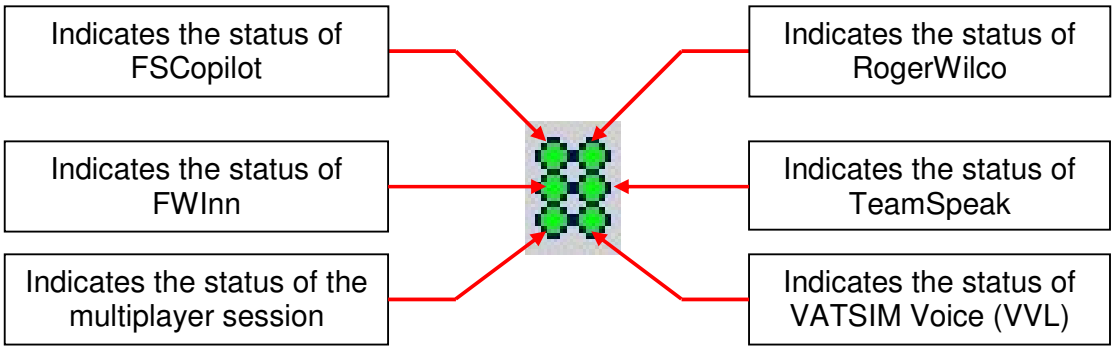
You open the control panel by clicking on the icon in the Windows tool bar (lower right corner - near the clock).

The small 6 green lights show you the status of your connection. They are a recopy of the centred indicator of the control panel.

4.1 The 'Configuration' menu.


FSFDT Control Panel
Config
Voice
Key Management
FS with FSCopilot is up and running
FWInn is up and running
You are connected multiplayer
RogerWilco is enabled. Dont start RogerWilco Manually, let the software handle it for you.
Teamspeak is enabled. Dont start Teamspeak manually, let the software handle it for you.
VATSIM Voice is enabled. Engine not started, you aren't connected to VATSIM.
COMM1 : 122.950
COMM2 : 119.900
Shutdown

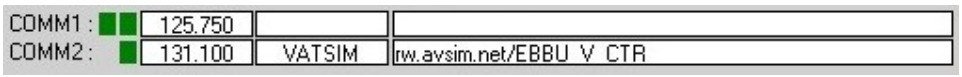
The 6 text fields indicate the situation of the software.


Indicates the status of FSCopilot
Indicates the status of FWInn
Indicates the status of the multiplayer session
Indicates the status of RogerWilco
Indicates the status of TeamSpeak
Indicates the status of VATSIM Voice (VVL)

- Means the software is not started, and not connected.
- Means the software is started, but not connected.
- Means the software is started and connected.

Note: FSInn starts and manages the voice software as necessary; **do not start them manually** (see chapter 4.2 below).

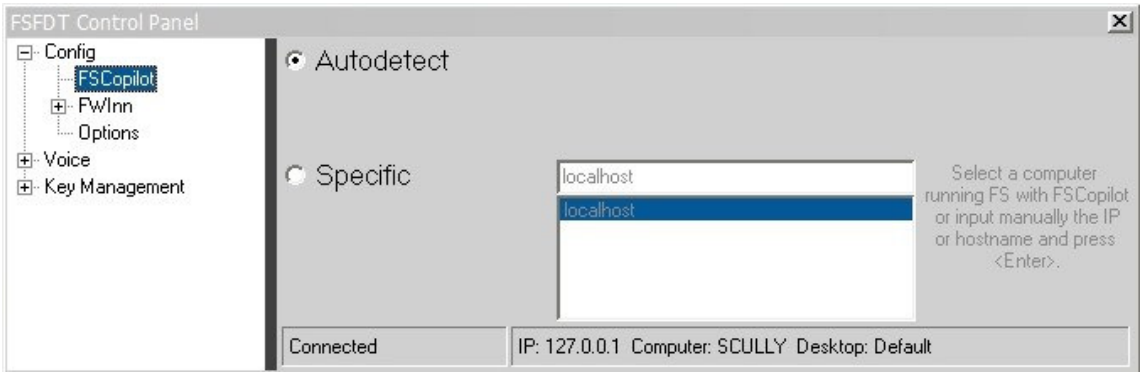
VHF COMM1 et COMM2.



The first green square indicates on which VHF COMM you transmit.
The second one indicates on which VHF COMM you receive.

In the example above, transmission is set on COMM1, but we receive on both VHF.

4.1.1 The 'FSCopilot' tab.

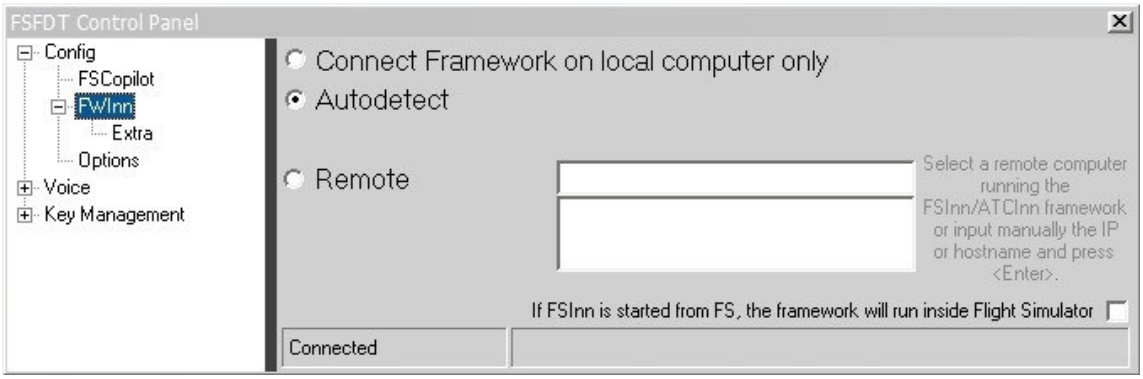


Autodetect: FSInn will automatically locate your FS running FSCopilot.

Specific: you can manually configure your system by selecting the computer on which runs FS with FSCopilot, or entering the IP address or hostname.

Confirm your selection by <ENTER>.

4.1.2 The 'FWInn' tab.



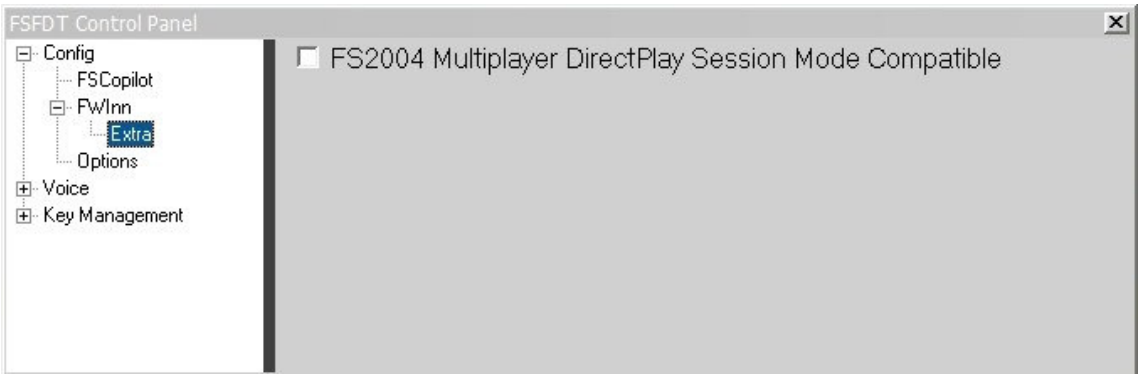
FWInn is the kernel for FSInn (and later on for ATCInn). It is an essential part of the system, allowing all software and hardware to work together. It is connected to FS multiplayer and FSD networks.

Connect Framework on local computer only: all the components will run from the local computer only.

Autodetect: FWInn will locate automatically every necessary component to make the framework work properly.

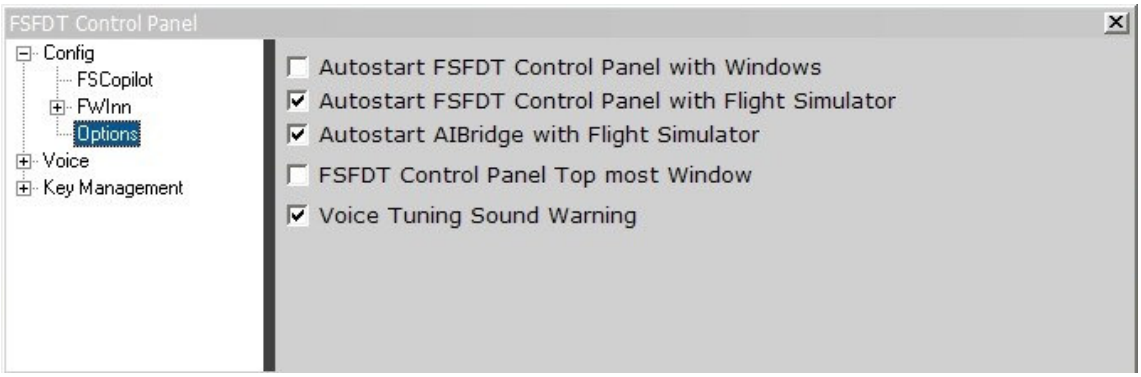
Remote: allows selecting the remote computer on which FSInn (ATCInn) framework is running. You can enter manually the IP address or the hostname.

Confirm your selection by <ENTER>.



An '**Extra**' option has been added to make the multi player session apparent to other pilots over routers. Activate only if you have problems, because the MP session of FSInn could have a loss of performance.

4.1.3 The 'Options' tab.

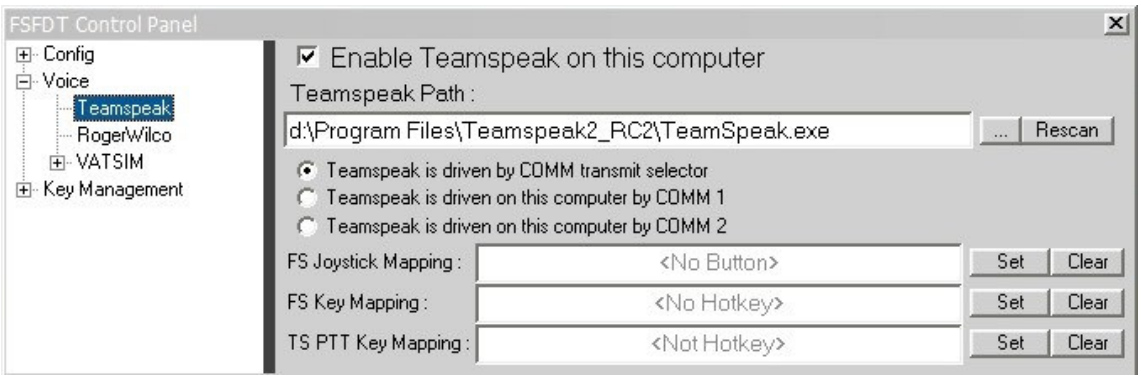


No comment… all is in the window !!!

4.2 The 'Voice' menu.

Most of the voice options can now be selected from this menu, as well the VATSIM voice, as other voice software.

4.2.1 TeamSpeak.



Enable TeamSpeak on this computer: no comment.

TeamSpeak Path: FSInn automatically find the path of the software.
In case of new installation of the software for example, press 'Rescan' to allow FSInn scanning for the new path.

You can then choose between 3 options to select how TeamSpeak will be driven:

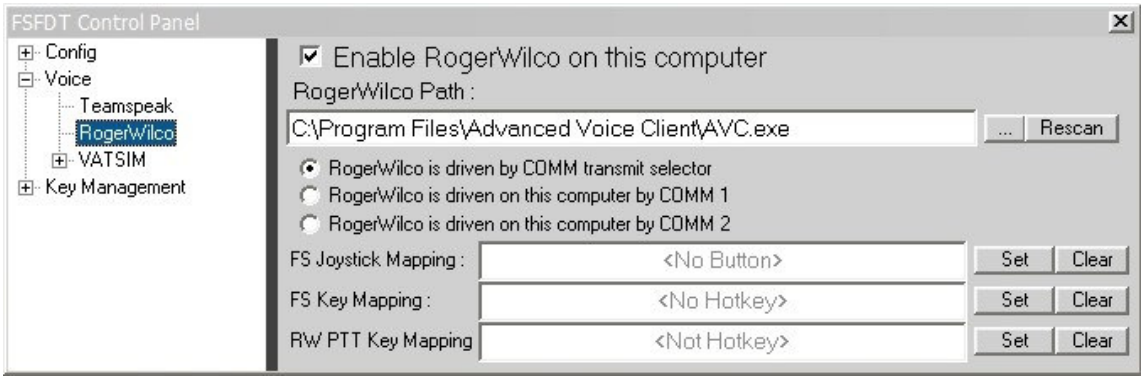
- by the COMM transmit selector
- by the COMM1 on this computer
- by the COMM2 on this computer

And then choose 3 keys or button to activate the TeamSpeak transmission:

- a FS Joystick button
- a FS key
- the main TS PTT key

Press 'Set' to select a key/button, or 'Clear' to cancel the selection.

4.2.2 RogerWilco.



Enable RogerWilco on this computer: no comment.

RogerWilco Path: FSInn automatically find the path of the software.
In case of new installation of the software for example, press 'Rescan' to allow FSInn scanning for the new path.

You can then choose between 3 options to select how RogerWilco will be driven:

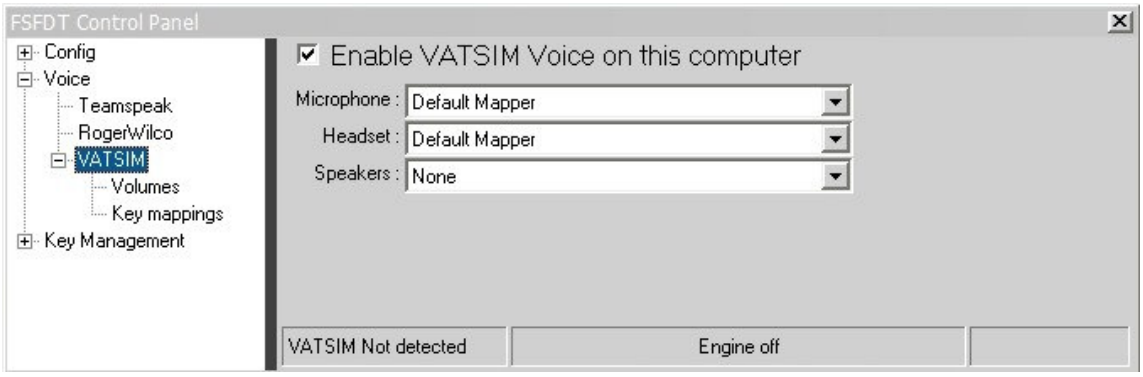
- by the COMM transmit selector
- by the COMM1 on this computer
- by the COMM2 on this computer

And then choose 3 keys or button to activate the RogerWilco transmission:

- a FS Joystick button
- a FS key
- the main RW PTT key

Press 'Set' to select a key/button, or 'Clear' to cancel the selection.

4.2.3 VATSIM Voice.



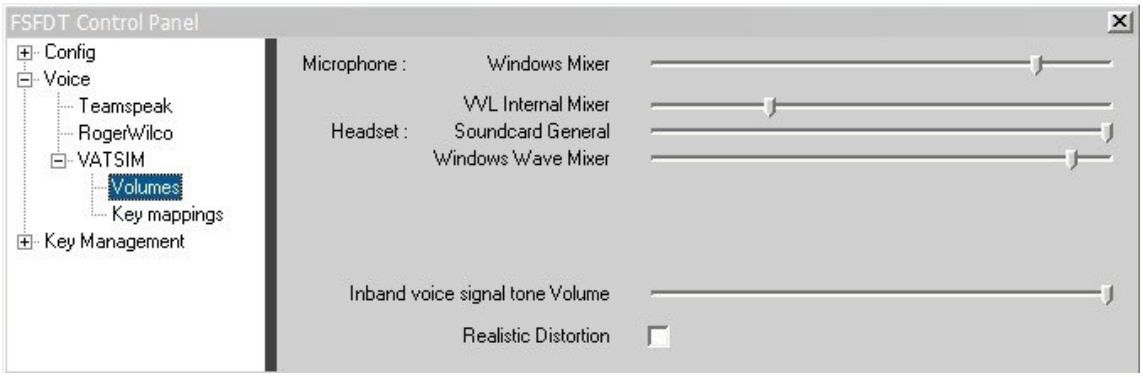
Enable VATSIM Voice on this computer: no comment.

Microphone / **Headset** / **Speakers:** allows you to choose the drivers for these three devices.
The green square means that your configuration is correct, and works properly.

These 3 fields show you the status of your configuration.

Note: the VATSIM Voice software (VVL) in installed during the FSInn installation.

4.2.3.1 The 'Volume' tab.

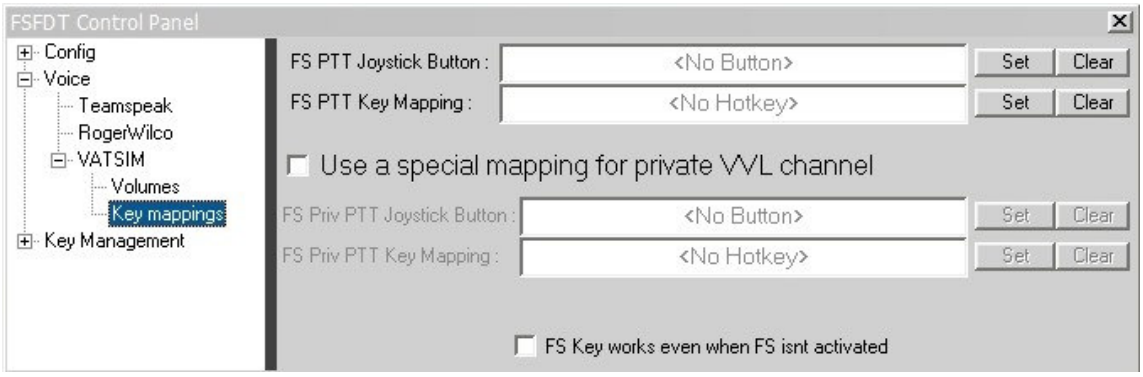


Cursors are displayed only if the corresponding device is activated and operational (see 4.2.3 above).

You have to find the best adjustments corresponding to your configuration.

Realistic Distortion: when checked, a distortion is added to your reception, to get closer real transmissions.

4.2.3.2 The ‘Key Mapping’ tab.



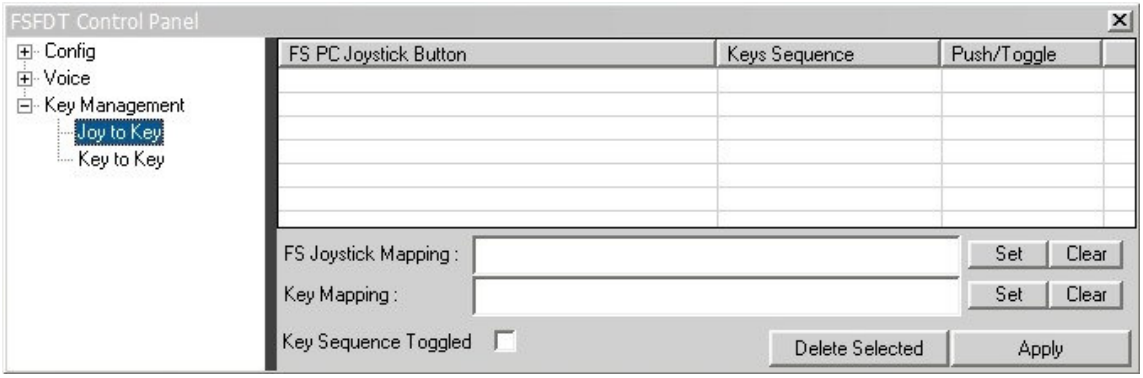
The two first options allow to activate a key of the keyboard or a button of the joystick to transmit during VATSIM flights.
Click ‘Set’ to choose a key or a button, or ‘Clear’ to cancel the selection.

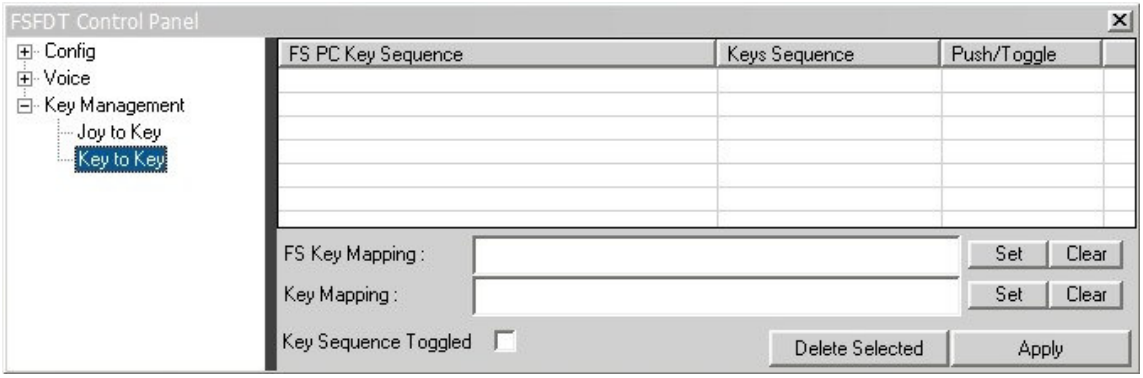
The following options allow, when the square is ticked, to activate a key or a button to transmit on the private VVL channel.

4.3 Keys / buttons management.

These 2 windows allow you to set all your shortcuts, with a correspondence between the joystick buttons, and the keyboard keys or sequences of keys, independent of the computer used (local or remote).

FSInn will map your devices to save the desired configuration of keys/buttons.




FSFDT Control Panel
Config
Voice
Key Management
Joy to Key
Key to Key
FS PC Key Sequence
Keys Sequence
Push/Toggle
FS Key Mapping :
Set
Clear
Key Mapping :
Set
Clear
Key Sequence Toggled
Delete Selected
Apply

5. FSInn OPERATION.

The on-line flight interface

5.1 The Inn Control Panel.

The Control Panel allows quick access to the main functions of FSInn.

It can be hidden or closed, without disturbing its operation. To hide it simply click on the blue ⊗ button bottom right. On remote FSInn, this action will close FSInn.

It can be called by means of a keyboard short cut pre-selected in FSCopilot, 'Settings' menu (see the FSCopilot documentation).

We gain access to the second window by clicking on the 'Advanced' field, and come back to the first by clicking the 'Basic' field.

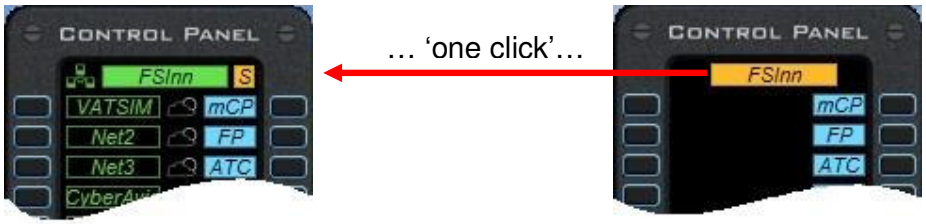
CONNECTIONS:

With FS2004:

As soon as FSInn starts, and after the aircraft repository process, it checks if an FS multiplayer session is connected, without any input from you. If not, it will start one for you.

If you did not select the automatic multiplayer connection in options, click once on the yellow 'FSInn' button.

If you manually disconnect a multiplayer session, and you want to reconnect, click again on the yellow 'FSInn' button, the new session will be created.



With FS2002:

In the upper menu of FS, open the Copilot tab.
Open the Inn Control Panel.
After a moment (depending on the size of your aircraft library) the Control Panel opens.
In the upper menu of FS, open the 'Flights' tab.
Choose 'Multiplayer Connection', the window opens.
Enter the player name, the callsign; enter '127.0.0.1' for the IP address, choose 'TCP/IP Protocol'.
Click on, 'Search'.
The FSInn session appears in the already selected mode.
Click on, 'Join'.

With FS2002 and FS2004:

Each button in the control panel is coloured.

means that the multiplayer session is not started

means that the multiplayer session is started

means the MP session is started AND you are connected to a server.

MULTIPLAYER: the icon with 3 computers gives the status of the multiplayer mode.

it's activated; if you click on it, it will be disabled and becomes

You won't see other aircraft (giving you back more fps), but they'll still see you in the multiplayer session, ensuring the flight security.
This option can be used to give back fluidity to slower computers when approaching an airport area with a lot of traffic.

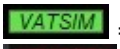
SQUAWK MODE (on the right side of the FSInn button):

means 'Standby'
means mode 'Charlie' : you only have to click one time to toggle from 'S' to 'C'
means 'Ident'. Double click on 'C' for Ident. Automatically switch back to normal after a few seconds

NETWORKS (5 buttons under FSInn).

FSInn supports up to 5 networks.
To connect to one of these, just click on it.
Among networks available in FSInn, the first is a public network (VATSIM). Three positions could be used for internal networks (FSD compatible network) like a virtual airline network. The last is the FSFDT network.

The networks buttons are coloured coded:



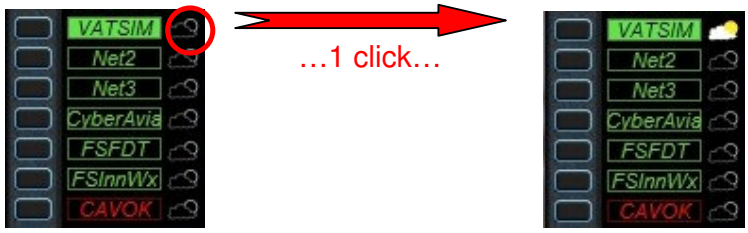
=> connected

=> an error occurred during connection (reported in the dialog box of FSInn Network Settings).

WEATHER:

The first time you connect to a network, and if the option 'Disable Weather by Default' is selected in the Weather Options (see 3.1.7), the weather icon remains
One click on it allows you to load the weather from the selected server; it becomes

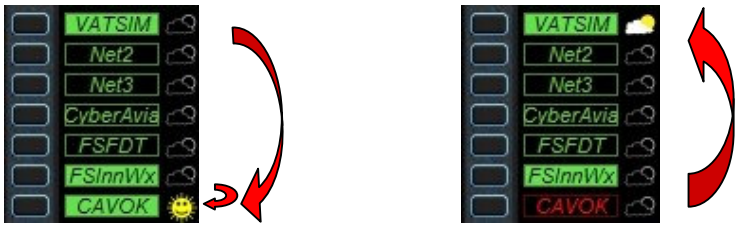
(VATSIM connection is taken as an example)



'**FSInnWx'**: is a weather engine, independent of all flight networks. This weather is a synthesis of several sources of information in order to obtain a higher level of accuracy. It is recommended for high performance PC's with a DSL connection, because an important file is downloaded at the beginning of the connection. After the initial load, this server is more powerful than others.

You can switch between the 2 weather servers by clicking on the

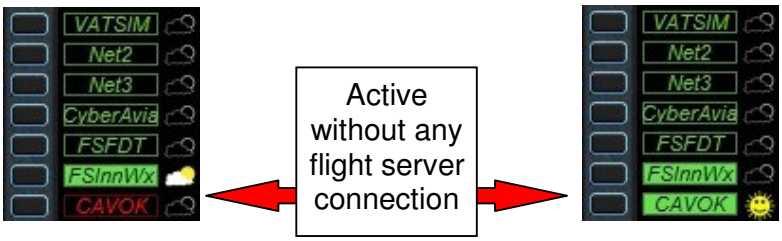
'CAVOK': by default this button is red or 'not CAVOK'.
When you press the CAVOK button, you have CAVOK conditions.



CAVOK indicates that you are disconnected from all weather servers, and come back to a CAVOK condition. This could help to increase FPS.
Switch back to 'normal' weather by clicking on the of the selected server.

Note 1: to use third party software such as Active Sky, FSMeteo and FSMetar, first make sure that you have selected the option 'Disable weather by default' in InnSettings/General/Options **before** making a connection to your selected network. Then run your third party weather software as per normal.

Note 2: the FSInnWx and CAVOK buttons remain active while disconnected from any flight server.



The lower part of the Control Panel: Indicates the pilot callsign.

Right click in the callsign area, choose the callsign you want to use in the drop down list, press <ENTER> to confirm your selection. Only active when the MP session is started, but NOT connected to a server.

« right click »

The right column:

Opens the Mini Control Panel
Opens the 'Flight Plan' window
Opens the 'Controllers' window
Opens the 'Weather' window
Opens the 'Chat' window
Opens the 'Quick Chat' window
Opens the 'Radar' scope
Opens the 'Inn Settings' window

Note: 'mCP' opens the mini control panel AND closes the main panel.
Back to the main panel by clicking on 'CP'.

The left column ‘basic’:

Connects to the VATSIM network
Connects to the 2nd network
Connects to the 3rd network
Connects to the 4th network
Connects to the FSFDT network
Connects to the FSFDT weather server
Sets flying in CAVOK conditions
Opens the Advanced Control Panel window

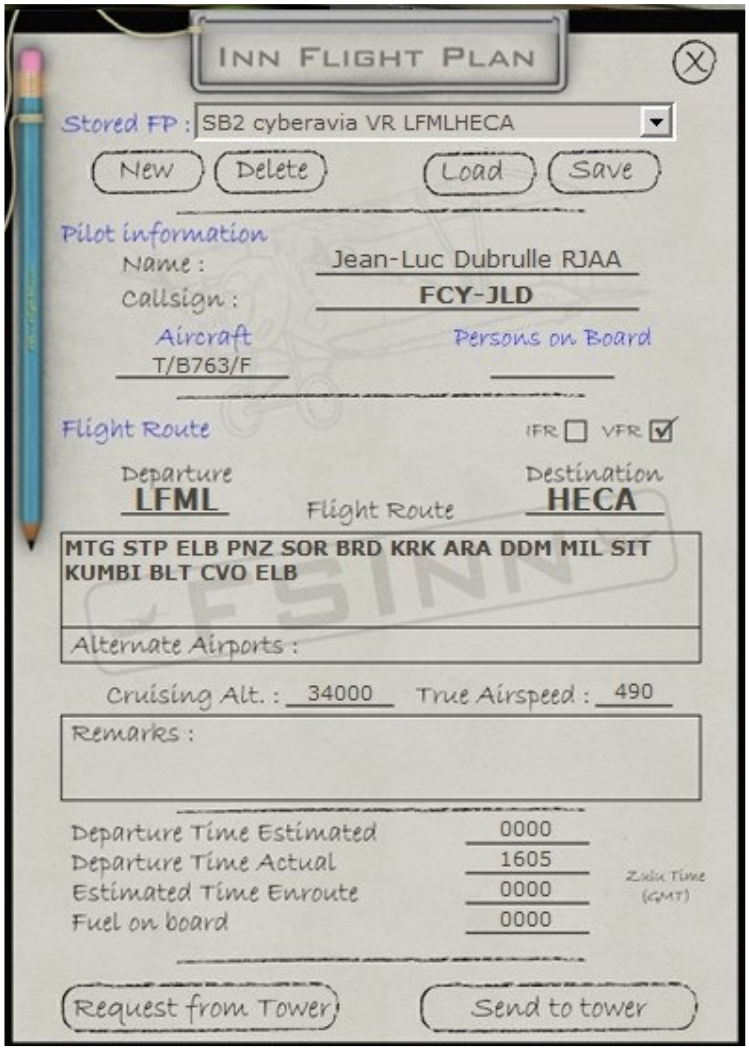
The left column ‘advanced’:

Opens the ‘Plane’ window
Opens the ‘VVL’ window
Pushback (inactive)
Smoke (inactive)
Free
Free
Re-request METAR for destination airport
Return to ‘Basic’ Control Panel

5.2 The Inn mini Control Panel.

Squawk mode
Main Control Panel
Flight plan
ATC window
Weather window
Chat window
Quick chat window
Radar scope
Inn Settings window
Plane window
VVL window
Pushback (not used)
Smoke (not used)
Request METAR for destination airport
No multiplayer
Closes the mini CP

5.3 Inn Flight Plan.



The flight plan: this form is designed to be very easy to read and use.

Stored flight plan: this contains your flight plans that you previously saved.
FSInn can read flight plans in SB2 or SB3 format. FSInn saves flight plans in the SB3 format.

Note: To Import/Export SB2 or SB3 saved flight plans you must store them in the Program Files/FSFDT/FSCopilot/FlightPlans directory on your HDD.

After choosing a flight plan, click on the '**Load**' button.
If you create a flight plan, you can save it by clicking on the '**Save**' button.

Flight plans are sent to ServInfo, and other ATC applications. METARs are updated according to the flight plan.

How to fill your flight plan form:

Pilot name and call sign: are written out from the information entered in InnSettings.

Aicraft: directly retrieved from FS.

Persons on Board: you can enter the passenger number here (optional).

IFR / **VFR:** select if you'll fly VFR or IFR flight rules.

Departure / **Destination:** enter the ICAO code of the departure and arrival airports.

Flight Route: enter waypoints for an IFR flight. Enter 'DCT' for a direct to flight. Enter 'VFR' if you fly VFR without any waypoints.

Alternate Airport: enter the ICAO code for the alternate airport.

Cruising Altitude: enter the cruising altitude (in feet, QNH), or the Flight Level (FL + hundred of feet – 1013 hpa – 29.92 InHg).

True Airspeed: true airspeed retrieved from the aircraft file in use (you can enter this manually).

Remarks: here you can make the controller aware of information (if you're a newbie for example), or anything concerning your flight such as RNAV, charts, text or voice equipped. Use the '/' key to separate e.g. /V/RNAV/

Departure Time Estimated: Zulu time. (See FSNav below).
Departure Time Actual: Zulu time. (See FSNav below).
Estimated Time Enroute: Your estimated flight time (computed by FSNav).

Fuel on Board: indicated in HH : MM.

FSNav additional information: you can directly send a flight plan from FSNav to FSInn.
It will be automatically integrated into InnFlightPlan. FSInn will automatically enter the estimated departure time, 15 minutes after you send your flight plan.
The FSInn export option will appear in FSNav export menu.
FSInn will enter the actual departure time as soon as your transponder is set to mode 'Charlie'.

The 'New' button: will erase all entries in the flight plan, so you can create a new one.
The 'Delete' button: will delete the flight plan in your saved list.
The 'Load' button: will load all saved data for the chosen flight plan.
The 'Save' button: will save all data previously entered in the flight plan.
The 'Request from Tower' button: allows you to download pre-filed flight plans from a server.
The 'Send to Tower' button: will send your flight plan to ATC (visible in ServInfo).

5.4 Inn ATC.

This window is used to manage on-line controllers, according to their coverage and your current position.

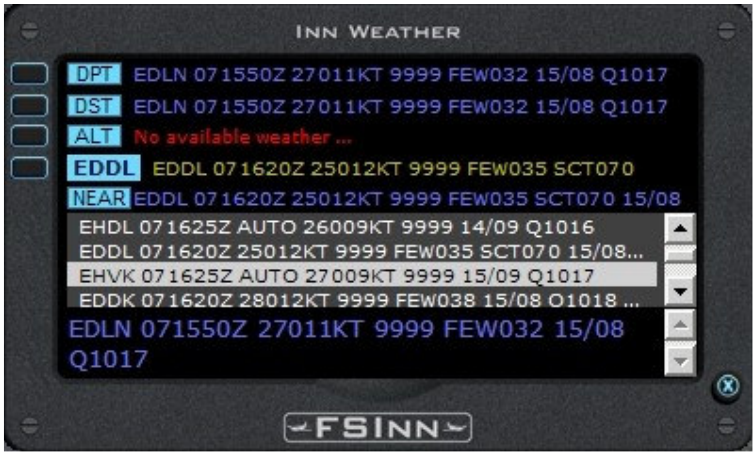
A list of the on-line controllers is displayed, with their designator, the type of coverage (TWR – APP – CTR), the frequency in use, the airspace they control in relation to your position, the 'voice' icon (active or inactive), and a warning icon.

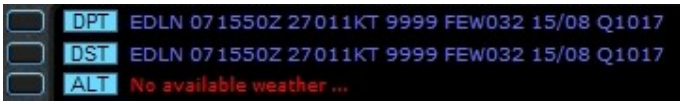
A warning sound is heard when you enter into a controlled area (with a controller online). You can deactivate this warning by clicking on the bell at the end of the line. When you tune to the controller's frequency (on Com1) this icon will be automatically disabled.

INN ATC
EHAM_W_APP(Ronald Blankestijn) - APP - 121.200
Schiphol approach Information BRAVO
Landing rwy 27. Departing rwy 24. QNH 1016 TL40
Rwy 18R/36L NOT in default scenery! Online until Z
REFRESH ATIS
ATC LIST
FSINN

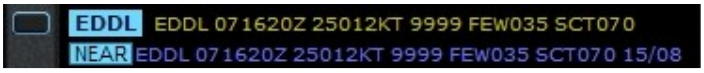
To receive the ATIS of the controller, you only have to click on him, and then on the ATIS button.
To tune to the voice channel of the controller (VVL, TeamSpeak or RogerWilco), you have to tune to the frequency of the controller on the VHF Com 1 radio on the aircraft.

5.5 Inn Weather.

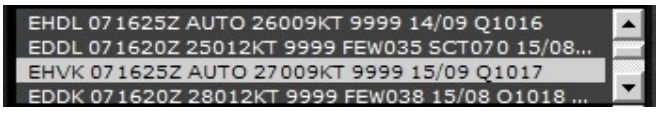




Inn Weather shows current METARs for the departure, arrival and alternate airports (if your flight plan is sent to the tower).



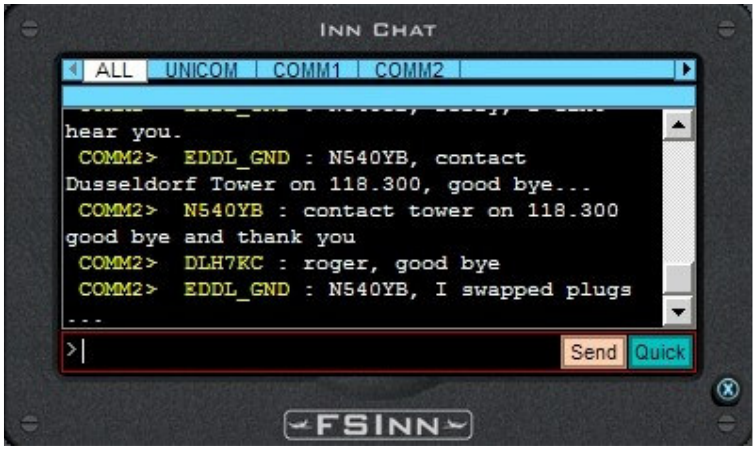
If you enter the ICAO code of an airport in the textbox, and you click on the left side button, you'll receive the METAR of this airport.
If this weather is not available, you'll receive the weather of the nearest airport which has an active weather station.



In this part of the window, you can see METARs of the surrounding airports.

By clicking on any line of the window, you'll get the corresponding full METAR on the lower part of the window.

5.5 Inn Chat.



Inn Chat allows you to chat in text mode with controllers (COM1 or COM2), on the UNICOM frequency, or on a private channel. The window can be resized with the mouse.
The 'All' channel allows to watch all frequencies, including private chat. Colour code and text information show you on which channel to write an answer.
Each time you'll receive a message, an audio warning will be heard.

The command to open a private channel is: **.msg F-XXXX Hello** (where F-XXXX is the aircraft callsign you wish to chat with) or **.msg LKPR_V_APP Good evening** (for example for this controller !). Valid with 'Enter' or 'Send'.
You'll get too the controller's name in the second line.
Inn Chat creates a tab F-XXXX or YYYY_Y_YYY, which allows private chat with the other pilot or controller.

Other dot command in Inn Chat:
- .c1 .com1 .comm1 : used to tune COM1 frequency
- .c2 .com2 .comm2 : used to tune COM2 frequency
- .radio: is used to display FSInn internal state of radio stack
- .x .xpdr : is used to tune Transponder code

Lower right corner: by clicking on the 'Quick' button, you open the 'Quick Chat' window. See 5.7 below.

5.6 Inn Chat.

A set of pre-recorded messages are available for a quicker discussion during different phases of the flight.

4 ways to access the 'Quick Chat':
- by the Inn Control Panel, button 'Quick' 'see 5.1)
- by the Chat window, button 'Quick' (see 5.6)
- by the 'Copilot' main menu, 'Inn QuickChat' (see 2.1)
- by the 'Inn Mini C.P.', button 'Quick' (see 5.2)

Opening of each mode is done by clicking on one of the 5 coloured squares at the left of the window:

G = General Speed Chat bar
V = VFR Speed Chat bar
D = IFR Departure Speed Chat bar
C = IFR Enroute (Cruise) Speed Chat bar
A = IFR Arrival Speed Chat bar

The 'G' bar:

FINAL ESTA LOC SIGH RVAC TRAF TCAS MISS GOAR
WLCO RGR NEG WIND RFP RFTX HS LINE LIND CTO CIT CILS CVA CTL CTG CLA WYOU GDY THKS DIS
X

- FINAL : Final
- ESTA : Fully established
- LOC : LOC established
- SIGH : Runway in sight
- RVAC : Runway is vacated
- TRAF : Traffic in sight
- TCAS : TCAS Alert !
- MISS : Missed Approach
- GOAR : Going Around
- WLCO : Wilco
- RGR : Roger
- NEG : Negative
- WIND : Winds copied
- RFP : Ready for Pushback
- RFTX : Ready for Taxi
- HS : Holding Short
- LINE : Lined up and Hold
- LIND : Lined up and Ready for Departure
- CTO : Cleared for Takeoff
- CIT : Cleared for Immediate Takeoff
- CILS : Cleared for ILS Approach
- CVA : Cleared for Visual Approach
- CTL : Cleared to Land
- CTG : Cleared for Touch and Go
- CLA : Cleared for Low Approach
- WYOU: With you
- GDY : Good day
- THKS : Thanks for Service
- DIS : Disregard

The 'V' bar:

VFR VFRN VFRE VFRS VFRW PATN ALT DWND BASE FINAL UWND LTRP RTRP ORBL ORBR ABM CVA CTL CTG CLA CACT AIR
UVFN UVFE UVFS UVFW UPAT UAIR UVA UFNL UTG ULA UGA WLCO RGR NEG TRAF TCAS GDY THKS DIS

- VFR : With you at … Request VFR clearance to … with information …
- VFRN : With you at … Request VFR clearance departure to the North
- VFRE : With you at … Request VFR clearance departure to the East
- VFRS : With you at … Request VFR clearance departure to the South
- VFRW : With you at … Request VFR clearance departure to the West
- PATN : With you at … Request VFR clearance to remain in the pattern
- ALT : Alt, ft …
- DWND : Downwind leg
- BASE : Base leg
- FINAL : Final
- UWND : Upwind leg
- LTRP : Entering left traffic circuit
- RTRP : Entering right traffic circuit
- ORBL : Orbit left
- ORBR : Orbit right
- ABM : Abeam
- CVA : Cleared for Visual Approach
- CTL : Cleared to Land
- CTG : Cleared for Touch and Go
- CLA : Cleared for Low Approach
- CACT : Clear for the Active
- AIR : Airborne
- UVFN : Traffic, departing VFR to the North
- UVFE : Traffic, departing VFR to the East
- UVFS : Traffic, departing VFR to the South
- UVFW : Traffic, departing VFR to the West
- UPAT : Traffic, departing to remain in the pattern
- UAIR : Traffic, Airborne
- UVA : Traffic, on the Visual Approach
- UFNL : Traffic, on Final Approach
- UTG : Traffic, performing a Touch and Go
- ULA : Traffic, performing a Low Approach
- UGA : Traffic, performing a Go Around
- WLCO : Wilco
- RGR : Roger
- NEG : Negative
- TRAF : Traffic in Sight
- TCAS : TCAS Alert
- GDY : Good day
- THKS : Thanks for Service
- DIS : Disregard

The 'D' bar:

- IFR : With you at the gate requesting IFR clearance as filed to …
- WIND : Winds copied
- RFP : Ready for Pushback
- RTX : Ready for Taxi
- HS : Holding Short
- LINE : Lined up and Hold
- LIND : Lined up and Ready for Departure
- CTO : Cleared for Takeoff
- CIT : Cleared for Immediate Takeoff
- AIR : Airborne
- CONT : Continue as filed
- CLMB : Cleared to FL …
- WYOU : With you at FL … Direct
- UDEP : Traffic, departing via Departure …
- UAIR : Traffic, Airborne
- WLCO : Wilco
- RGR : Roger
- NEG : Negative
- TRAF : Traffic in Sight
- TCAS : TCAS Alert
- GDY : Good day
- THKS : Thanks for Service
- DIS : Disregard

The 'C' bar:

- WYOU : With you Flight Level … on the Airway …
- UNIC : Switching to UNICOM on frequency 112.80, resuming own navigation. Thank you !
- TOD : Approaching Top of Descent
- WLCO : Wilco
- RGR : Roger
- NEG : Negative
- TRAF : Traffic in Sight
- TCAS : TCAS Alert
- GDY : Good day
- THKS : Thanks for Service
- DIS : Disregard

The 'A' bar:

- WYOU : With you at … on the arrival
- HOLD : Holding over … WPT as published
- CILS : Cleared ILS Approach
- LOC : Established LOC
- CVA : Cleared for Visual Approach
- CTL : Cleared to Land
- CTG : Cleared for Touch and Go
- CLA : Cleared for Low Approach
- USTR : Traffic, on the Arrival
- UILS : Traffic, on the ILS Approach
- UVA : Traffic, on the Visual Approach
- UFNL : Traffic, on Final Approach
- UTG : Traffic, performing a Touch and Go
- ULA : Traffic, performing a Low Approach
- UGA : Traffic, Performing a Go Around
- CACT : Clear of the active
- GATE : At the gate, requesting shut down
- CLOS : Requesting closure of IFR Flight Plan
- WLCO : Wilco
- RGR : Roger
- NEG : Negative
- TRAF : Traffic in Sight
- TCAS : TCAS Alert
- GDY : Good day
- THKS : Thanks for Service
- DIS : Disregard

You can see the complete text by positioning the mouse on the corresponding tab.

Each mode is customisable with quick chat button, as well as input field for parameters.

5.7 Inn Radar.

This window can be resized with the mouse (lower right corner).

Left side buttons:

L: sets display of callsign

A: sets display of flight level

S: sets display of speed (knots)

T: sets display of aircraft time lines

H: sets display of surrounding aircraft in relation to your aircraft heading or to magnetic north

Inn Radar allows you to locate surrounding aircraft, either to avoid collisions or for formation flights.

The range of the radar can be zoomed from 2 NM to 400 NM, covering all flight phases. Use the lower + or - buttons

5.8 Inn Plane.

5.9.1 The 'MP Plane' tab.

This window shows a list of aircraft you see within a range of 25 NM.

The left part of the 'Callsign' column shows the status of P2P, and the activation (or deactivation) of the turbo mode.

→ The turbo mode is deactivated for this aircraft

» The turbo mode is activated for this aircraft

} You can activate / deactivate it by double-clicking on the selected line.

- When turbo is deactivated, the P2P is at a basic rate of 2Hz.
- When turbo is activated, you will be able to raise the rate to the maximum P2P selected rate (based on your maximum selection, and on the maximum remote pilot selection).

When Automatic P2P is disabled in InnSettings, you have no P2P with anyone, except with pilots selected in turbo mode. This is particularly useful for formation flights with chosen users (relieves bandwidth used by other non significant planes).

The 'Callsign' column: indicates the callsign of the remote aircraft.

The 'AC ICAO' column: indicates the ICAO code of the remote aircraft.

The 'AL ICAO' column: indicates the ICAO code of the airline of the remote aircraft.

5.9.2 The ‘Network’ tab.

In these two windows, you can see the status of all network traffic when connected to a FSD server. You will see at least one entry in inbound and outbound.

The ‘Info’ column: shows information on the network used (from Net1 to Net5), or the callsign of the P2P pilots.

The 'Hz' column: give the frequency of position updates.
The 'Kbps' column: gives the real network traffic in UDP or TCP for this connection.
The 'RTT' column: is the time to make the trip to the remote pilot, and back.
The 'PLps' column: is the amount of UDP packet lost per second.
The 'IP' column: gives the beginning of the remote IP address.

5.9.3 The 'ICAO Default' tab.

This lists your default aircraft associated with an ICAO code when you don't have any aircraft installed in Flight Simulator with this ICAO code.

You can change them manually by clicking on 'Change' or erase by clicking on 'Clear'.

5.9.4 The 'ICAO Custom' tab.

This window allows you to bypass the FSInn model resolution process to allow you to set the model and aircraft livery you prefer to see. You can modify them manually (selected in your aircraft database).

(example)

5.9.5 The 'Configuration' tab.

This window allows you to modify FSInn aircraft associated settings. When you make changes in this window, the settings will be immediately used by FSInn to resolve other aircraft and display this information provided about your aircraft.
You can modify the aircraft ICAO code, the Airline code, the type of aircraft (Jet/Piston, number of engines), the type of wake turbulence (light, medium, heavy) and the quality of the texture used.

These modifications are sent to the FSDT Central Aircraft Database, and a supervisor will either approve or disapprove your modification. If the supervisor approves your modification, this data will be inserted into the server aircraft database.
They will remain available on the computer of the pilot who modifies them until he clicks on the button 'Clear Update' this erases all modifications.
This advanced function allows all pilots using FSInn to update the aircraft database, when a new aircraft is downloaded or updated.

Notice: this function is only for advanced users.
Note: ServInfo.dat file is included in the installation of FSInn. FSInn is able to read ServInfo.dat file when it is installed in Program Files/FSFDT/FSInn/. ServInfo.dat file helps FSInn to retrieve IATA and ICAO codes for Virtual Airlines as a lot of these codes are not included in the ICAO Database.

5.9.6 The 'Other' tab.

Here are aircraft that do not have a valid ICAO code (or unknown).This panel is equivalent to the ICAO Default windows except the codes are invalid.

5.9.7 The ‘ZZZZ’ pop-up window.

If you use an aircraft unknown in the ICAO code base, this warning window is displayed:

INN PLANE
The aircraft you are using doesn't have a recognized ICAO aircraft descriptor (ZZZZ). This may correct because the aircraft you are using is too old and wasnt assigned a ICAO code. But also this can be due to the aircraft not configured correcty.
You can configure the aircraft settings manually pressing "Edit Current Used Plane". FSInn Aircraft Repository can automaticly configure most aircraft. You can use it pressing "Resync Complete".
Resync Complete
Edit Current Used Plane
Don't Display This Message Again
FSINN

As written in the warning window, you can try to automatically configure your aircraft by clicking on ‘Resync Complete’. This will verify your entire aircraft file. Each aircraft you have previously configured will change to the standard ICAO if it is known in the aircraft base. If it is unknown, your settings will remain active.

5.10 VATSIM Voice ‘VVL’.

Access to VVL window is done by:

- the Copilot menu (see 2.1)
- the Inn Control Panel, ‘Advanced’ window, ‘VVL’ button (see 5.1)
- the Mini Control Panel, ‘VVL’ button (see 5.2)

To set up parameters, see chapter 4.2.3: ‘VATSIM Voice’.

VATSIM Voice software is now integrated and installed with FSInn, AVC is no longer a ‘must have’.
Of course, you have to be connected to the VATSIM network for it to work.

Here is how it looks when connected:

Let’s see in details…

✱ 2 first vertical bars:

Overall transmission activity:
- 1st bar : microphone activity
- 2nd bar: speaker/headphone activity

VHF COMM1

✱ Frequency COMM1:

Frequency used for COMM1 transmission

✱ 2 next vertical bars:

Synchronized with the radio stack, show which VHF is selected for
- 1st bar: emission
- 2nd bar: reception

Click on it to activate.
Both can be selected for reception, but only one for emission…

✱ 3 horizontal bars:

Transmission / connection status.

Upper bar: voice reception activity
Lower bar: voice emission activity
Middle bar: channel connection status
Click to connect/disconnect.

✱ 1 vertical bar:

Channel priority: if reception is active on this channel, it have priority, you will not ear other channel.
'Click on it' !

✱ Speaker icon:

Switch this channel from headphone to headphone + speakers.
'Click on it' !

VHF COMM2

Identical to VHF COMM1 above.

Private channel

Drop down combo containing
www.liveatc.net/text (private channel)
Type channel info in the text field + 'Enter'
or select in the list to connect.
Buttons are the same than COMM 1 & 2 functions, except channel status button (bigger) to connect / disconnect.

Last speaker icon

Switch all channels from headset to headset + speakers.

FSInn can be run on a remote computer over a private local network, freeing up resources on the main computer running Flight Simulator.

You have to install FSInn on both the main computer (with Flight Simulator) and the remote computer. Install FSInn on the Flight Simulator computer first and then the remote computer.

After the first installation, run FS2004 and FSInn on the first computer, launch an aircraft repository census and close both programs.

For a normal use, first run FS2004 on the main computer, and then run FSInn on the remote computer. FSInn automatically identifies the computer on which FS is running; then it opens a multiplayer session, and joins it.

You can now use FSInn the same way as if it were running on the main computer, but all windows will open on the remote computer.

The voice client (VVL, TeamSpeak or RogerWilco) can be controlled on the remote computer also.

For P2P when using remote FSInn and your router is not UPnP, make sure you set your firewall to forward UDP port 32062 to the remote box **NOT** your FS PC; otherwise you will remain in Passive mode.

7.1 ProController

This is used to connect as ATC.

You are free to connect as a controller on the FSFDT network.
For this, you can use ProController.
You can connect as many times as you want.
The user (login) is: 111111.
The password is: password.
You will be manager by default.
The server address is: **213.251.132.72**
Enter in ATIS, first line, the address and the channel used for TeamSpeak.
Example : www.mcdu.com/LFLL **APP**.

7.2 ServInfo

You can use ServInfo on our test server.
In Options / Connection Parameters, choose: Custom Network 1.
Network name: FSFDT.
Locator path URL : **http://www.mcdu.com/whazzup**.

7.3 TeamSpeak

A permanent TeamSpeak server has been installed during all the Beta test period of FSInn (will be removed after Beta).

Client software: TeamSpeak 2RC2.
Server address: **www.mcdu.com**
Password: fsfdtfsinn

7.4 ASRC

This ATC software (from VATSIM) works perfectly with FSInn.

7.5 AVC

VATSIM Voice client is now integrated to FSInn. AVC is no longer a ‘must have’ to fly on VATSIM network.

8.1 Zone Alarm

Zone Alarm is a 'big hog' of CPU resources (up to 38%). It slows down network traffic.
When you fly on-line with several aircraft nearby, the CPU load is significant and the display rate (fps) will decrease significantly.
It can also reject the peer-to-peer connection.
FSFDT team warns users of Zone Alarm: no support will be provided when using this software.

You can substitute with these software:

- Kério: **http://www.kerio.com/us/kpf_home.html**
- OutPost Firewall: **http://www.agnitum.com/download/outpost1.html**
- Securitoo: **http://www.securitoo.com/fra/pages/accueil.php**

8.2 Speedup.

Speedup is a utility you can download on AVSIM, supposedly to 'boost' FS9.
In fact, it runs FS9 with a higher priority than the normal one.
FS9, like all 3D software, uses all the resources of your computer to display a max of fps.
By running FS9 at a higher priority this will saturate the CPU.
Then there aren't enough resources available to run other software in parallel with FS9, like FSInn, or Windows components like DirectPlay process.
Speedup is the second software program that FSFDT team will not support.
You can use at your own risk!